FOR Call of Cthulhu®

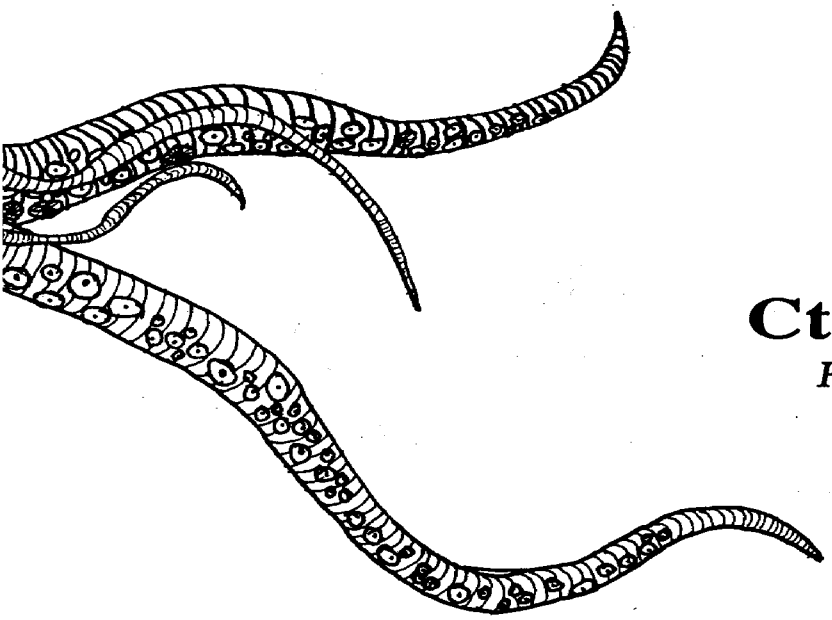
CTHULHU BY GASLIGHT

Horror Roleplaying in 1890s England

SECOND EDITION
- new essays
- six full-color plates
- revised and corrected

William A. Barton

CHAOSIUM INC.
3303



Cthulhu By Gaslight

Horror Roleplaying in 1890s England

Through The Gate © Nick Smith 1988.

Howard Phillips Lovecraft
1890-1937

Cthulhu By
Gaslight

Horror Roleplaying in 1890s England
For Call of Cthulhu

William A. Barton

second edition project Lynn Willis

editors Sandy Petersen and Lynn Willis

cover painting Tom Sullivan

interior illustrations Kevin Ramos

color plates

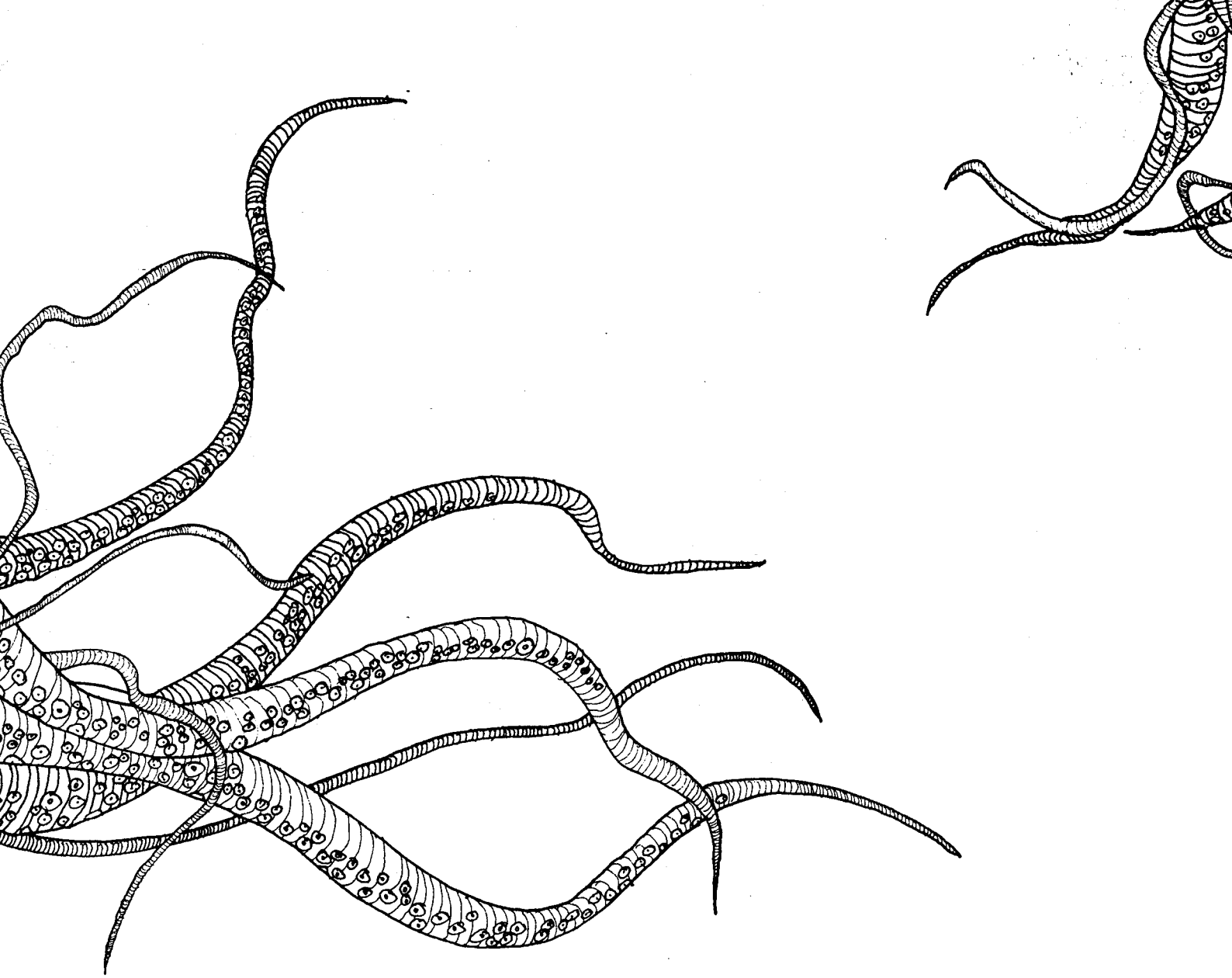
Lee Gibbons, Chris Marrinan, Dean Morrisey,

Nick Smith, and Tom Sullivan

maps, clothing Carolyn Schultz-Savoy

Chaosium Inc.

1988



CTHULHU BY GASLIGHT is published by Chaosium Inc.

CTHULHU BY GASLIGHT is copyright ©1986, 1988 by William A. Barton; all rights reserved.

Any similarity between characters in CTHULHU BY GASLIGHT and persons living or dead is strictly coincidental.

Additional monster silhouettes are by Tom Sullivan or Lisa A. Free, and are copyright by them. Railmap of Great Britain by Sherman Kahn.

Playtesters for "The Yorkshire Horrors" were Barron Barnett, Bruce Coleman, Douglas E. Femmel, Karl Leatherman, Randy Porter, and Larry Wheeler.

Except in this publication and related advertising, all original artwork for CTHULHU BY GASLIGHT remains the property of the artists; all rights reserved. All material originally submitted by William A. Barton remains under his copyright; material added by Chaosium Inc. remains the property of Chaosium Inc.

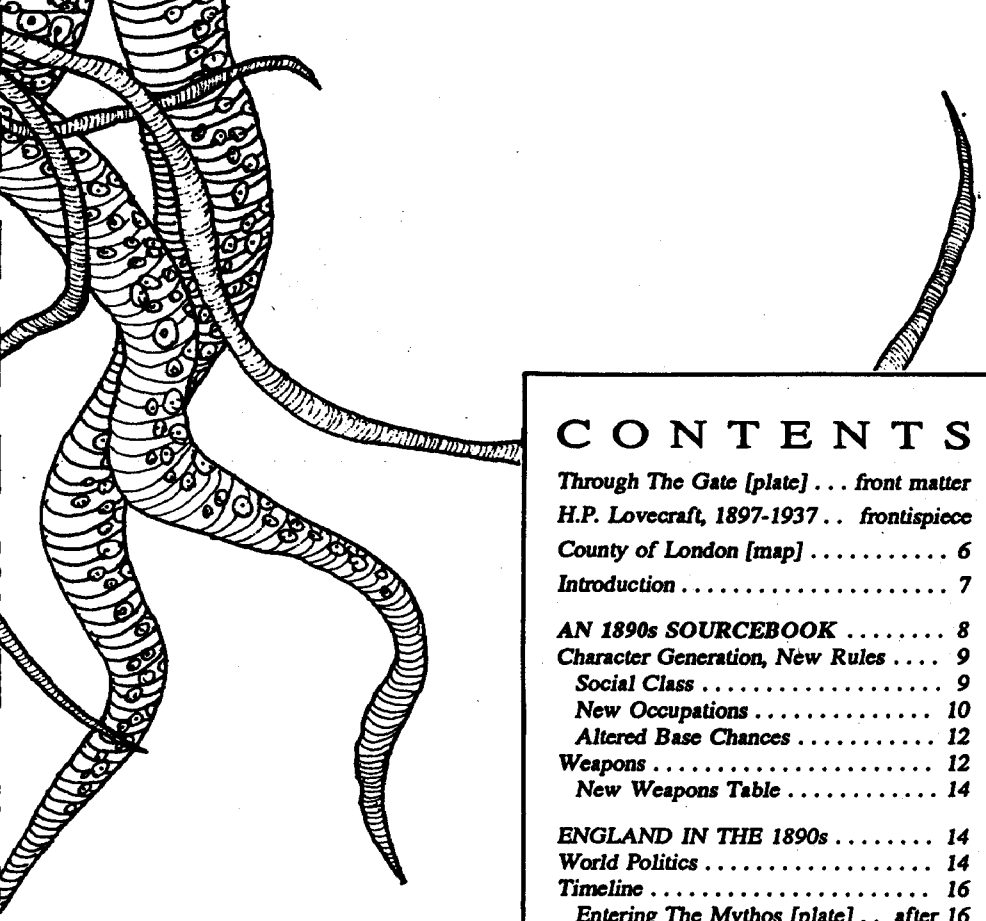
Reproduction of the material within this book for the purposes of personal or corporate profit, by photographic, electronic, or other methods of retrieval is strictly prohibited. CTHULHU BY GASLIGHT is a roleplaying supplement, designed for use with CALL OF CTHULHU®.

To direct questions or comments concerning this book or for a free catalog of Chaosium games and supplements, write to Chaosium Inc., P.O. Box 6302, Albany, California 94706-0302, U.S.A.

ISBN 0-933635-55-9

Chaosium Publication 3303.

Printed in the United States of America.



CONTENTS

Through The Gate [plate] . . . front matter
H.P. Lovecraft, 1897-1937 . . frontispiece
County of London [map] 6
Introduction 7

AN 1890s SOURCEBOOK 8
Character Generation, New Rules 9
Social Class 9
New Occupations 10
Altered Base Chances 12
Weapons 12
New Weapons Table 14

ENGLAND IN THE 1890s 14
World Politics 14
Timeline 16
Entering The Mythos [plate] . . after 16
Biographies 19
Wells, Yeats, Wilde [illus.] 20-21
London Locations 23
The Boroughs [map] 25
British Museum [plan] 27
London Stores 28
Tower of London [plan] 29
Communications 30
Westminster Abbey [plan] 31
Crime 32
Devil-Driven [plate] . . . . . after 32
Underworld Slang 33
The Law 35
Surrounding Counties [map] 35
Police Procedures 36
Miscellaneous 37
The Cost of Living 38
The British Government 38
Royalty And Titles 38
Club Life In London 39
Rail Lines: Great Britain [map] . 40-41
Hotels And Lodging 42
Markets And Bazaars 42
Sources Of Information 43
Summoning Police, Cabs 44
London Fog 44
The Occult in the 1890s 44
London Street Scene [illus.] 47
Sample Prices [table] 48-49
Clothing in the 1890s [illus] 50-51
Prices 52
Coins In Circulation 52

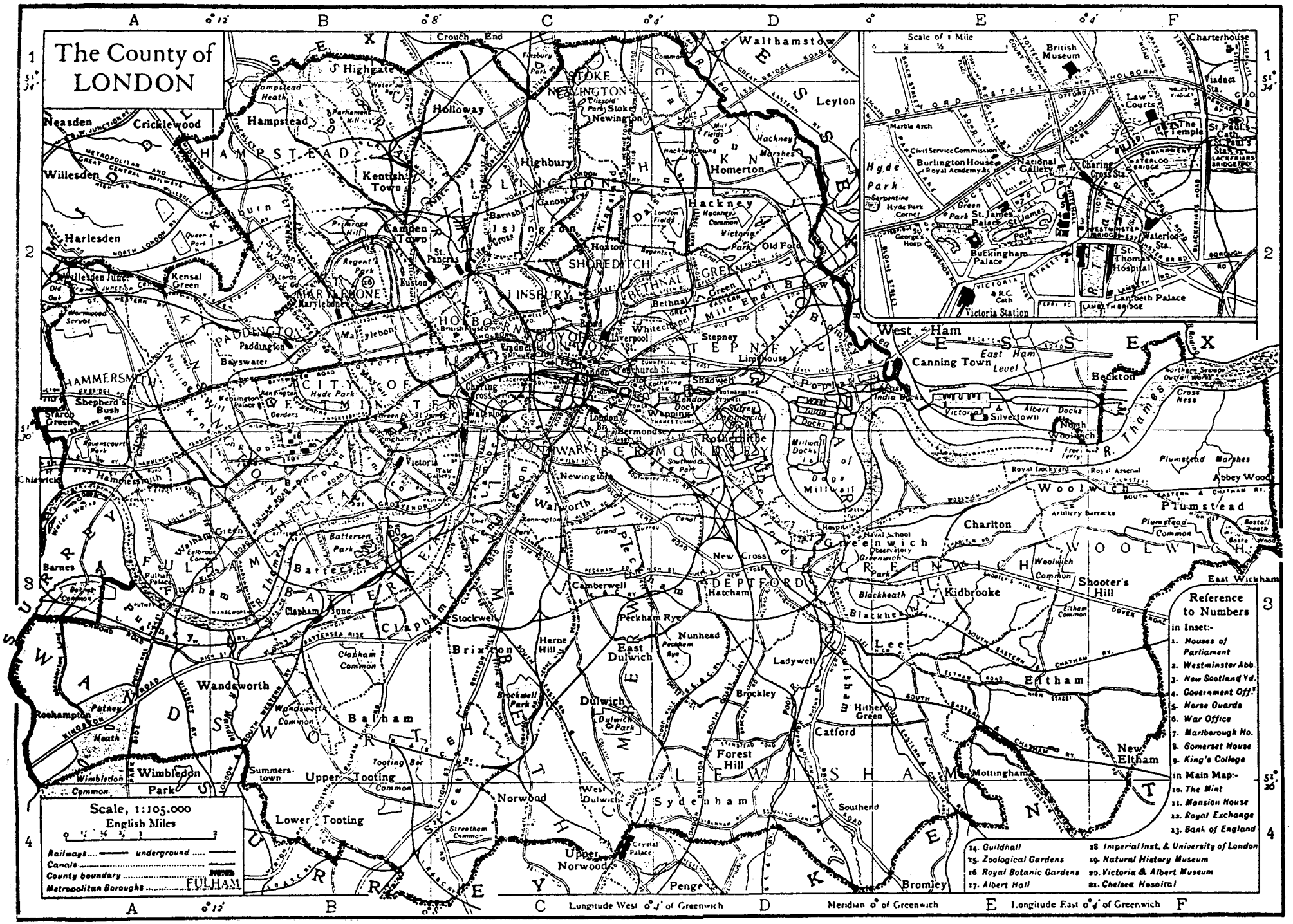
TIME TRAVEL 53
Time Travel By Gate 54
Psionic Time Travel 56
Time Machines 59
Time Traveler [illus.] 59
Other Means 61
Common Problems 61

SCENARIO SUGGESTIONS 64
Holmes Timeline 64
The Game's Afoot [plate] . . . . after 64
221-B Baker Street [plan] 67
Cthulhu & H.G. Wells 68
H.G. Wells [illus.] 69

THE YORKSHIRE HORRORS . . . 71
A Letter From Holmes 73
Yorkshire 74
Northallerton & Environs [map] . . . 75
Sherrinford's Story 76-77
Mycroft Manor 78
An Evening Stroll [plate] . . . . after 80
Mycroft Manor [plan] 81
Manor Personalities 84
The Hired Men [statistics] 87
The Surroundings 89
Northallerton 90
The Octopus Tattoo [illus.] 92
Johnny Clay's Story 93
The Rat-Things [illus.] 93
The Fragment 95
A Nightgaunt [plate] . . . . . after 96
Church of Starry Wisdom 97
The Church [plan] 99
The Church [illus.] 101
Visits In The Dark 102
Nightgaunts [statistics] 102

EVENTS 104
The Second Murder 104
The Third Murder 106
Mina's Disappearance 106
Assaults On The Manor 107
Mycroft's Abduction 107
Appeal To Baker Street 108
Stark's Return 108
Scotland Yard 109
Dr. James Watson [illus.] 109
Final Confrontation 110
Wrong Destinations [table] 110
Stonehenge [plan] 111
Cultists [statistics] 112
The Sacrifice [illus.] 114-115

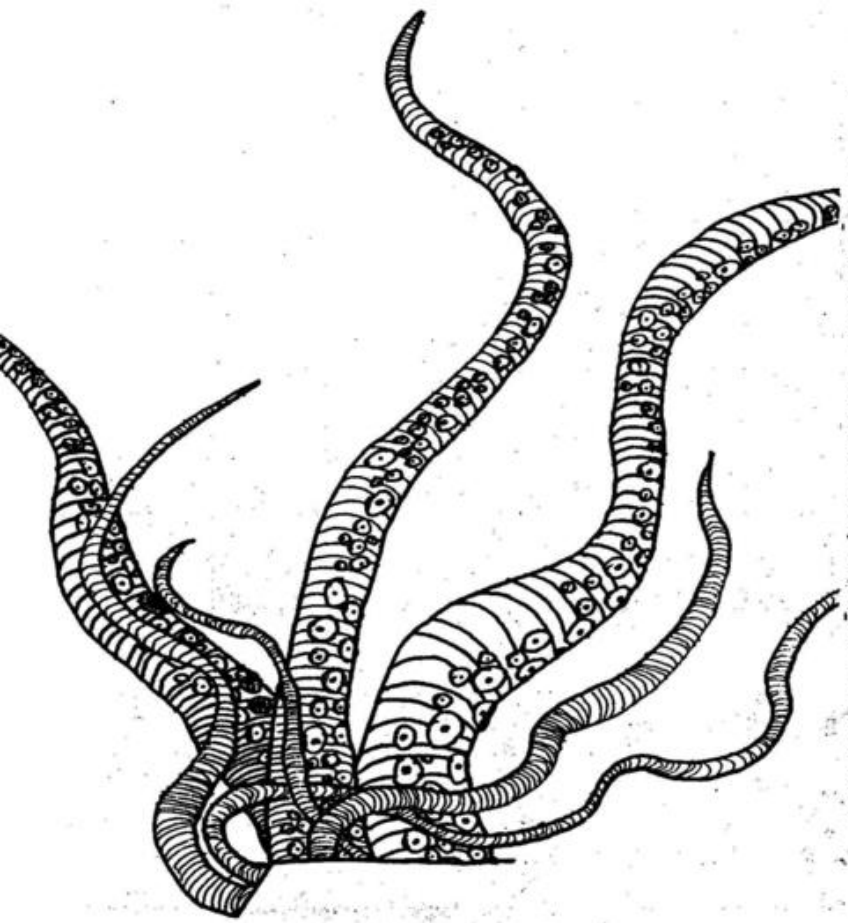
STATISTICS & NEW SPELLS 117
James Kevin Ramos [memorial] 121
Europe 1815-1910 [map] 122
British Empire [map] 123
Bibliography 124
Gaslight Character Sheets 125-128
Fold-Out Map of London . . . . end matter


The County of LONDON
Scale, 1:105,000
English Miles
Railways
underground
Canals
County boundary
Metropolitan Boroughs
FULHAM
Scale of 1 Mile
Reference to Numbers in Inset:-
1. Houses of Parliament
2. Westminster Abb.
3. New Scotland Yd.
4. Government Offs.
5. Horse Guards
6. War Office
7. Marlborough Ho.
8. Somerset House
9. King's College
in Main Map:-
10. The Mint
11. Mansion House
12. Royal Exchange
13. Bank of England
14. Guildhall
15. Zoological Gardens
16. Royal Botanic Gardens
17. Albert Hall
18. Imperial Inst. & University of London
19. Natural History Museum
20. Victoria & Albert Museum
21. Chelsea Hospital
Longitude West 0°4' of Greenwich
Meridian 0° of Greenwich
Longitude East 0°4' of Greenwich

The second edition of Cthulhu By Gaslight
is dedicated to the memory of

MARY B. JONES,

who believed in me.



Introduction

In this sourcebook, despite my efforts, errors will have crept in. On occasion, I found two sources offering conflicting information. Sometimes lacking a third source for verification, I was forced to choose. It is quite possible that I have chosen wrongly. In other cases, lacking factual data I extrapolated on the basis of Victorian fiction. I hope that keepers and players of *Gaslight* will overlook minor transgressions. In the meantime, I urge all Cthulhu aficionados to give a try at adventuring in Imperial Britain near the end of Victoria's reign, where the game's always afoot — or perhaps a-tentacle!

Author's Introduction to the Second Edition: I extend my appreciation to Cthulhoid gamers for the warm response given to *Cthulhu By Gaslight*. I was especially gratified by *Gaslight's* winning the H.G. Wells Award, the Gamers' Choice Award, and the Society of Independent Game Manufacturers' Award for best roleplaying supplement. I thank Edward Powell of Scarborough, Ontario, for his insightful letter pointing out first-edition errors. Where detected, all have been corrected.

— William A. Barton.

An 1890s Sourcebook

Investigators for the 1890s: new occupations, base chances, weapons, world politics, London locations, crime, prices, the occult, time travel, more.

Character Generation & New Rules

How to start new investigators in the 1890s:
see 'Time Travel' to move 1920s investigators back in time.

"...and there, lurking just beyond the pool of light, the tendrils of the fog take on an evil life all their own, to wreak the foul biddings of the Old Ones...."

— The Revelations Of Glaaki.

"The Victorian Age was a bright time for the British Empire, which reached its zenith during the 1890s. But for all the light shed by the coming of the new-fangled electric illumination that slowly replaced the gaslights of the earlier Victorian years, there was still darkness afoot — especially in the obscurest corners of London, hub of the Empire. Here, in the dark pools of shadow lurking just beyond the gaslight, evil hid, and grew, and made its nefarious plans.

"In this London stalked, in both fact and fiction, such creatures as Jack the Ripper, Count Dracula, Sweeney Todd, and Mr. Hyde, and where magical societies such as the Golden Dawn practiced hermetic rituals. Who can know for certain what other, more horrible entities shared the dim recesses of the great city with them. How naive to assume that the dread minions and dark worshipers of Great Cthulhu, Y'golonac, Nyarlathotep and other cosmic blasphemies had not carved out accursed niches in the narrow alleyways, slimey sewers and basements and hidden back rooms of 1890s London!

"And such was the case. During those years many of the horrors now plaguing the world first gained tenuous sway in our reality, to fester and multiply into the fullness of foul and unnatural life — and to gradually rot from within the once-noble empire of Britain. Had mankind only been more vigilant during those fateful years...."

— Professor Laban Shrewsbury, *Cthulhu Among The Victorians,* Miskatonic University Press, Arkham, Massachusetts, 1929.

This article provides *Call of Cthulhu* guidelines for creating and playing scenarios and campaigns during the years 1890-1900 A.D. in Victorian England, twenty to forty years prior to the game's usual period.

As Professor Shrewsbury indicates in his masterful book *Cthulhu Among The Victorians* (+7 percentiles Cthulhu Mythos, -1D4 SAN, no spells), the Victorian Era is a time ripe for the evil manipulators from the Cthulhu Mythos — and for intrepid investigators to oppose them. So put on your deerstalkers and Inverness capes, pick up your swordcanes and hail a Hansom cab for a perilous journey through the foggy, gaslit streets of Victorian London to face Cthulhu by gaslight!

Social Class

Victorians put great stock in social class. The theory was that class status reflected indefinable but substantial differences in individual breeding, which therefore could be passed from generation to generation, perpetually justifying the existence of relatively rigid classes. Though libraries have been written on the subject, for game purposes define three fundamental divisions in Late Victorian British society: Upper Class (aristocrats, landed gentry, high government officials, those who have amassed great wealth); Middle Class (professionals, merchants, a few exceptional skilled tradesmen); and Lower Class (the working and criminal classes).

An aristocrat inherits his breeding, and therefore inherits his title, be it Duke, Baron, Baronet, or Lord. The minor noble or the person elevated to the peerage during his lifetime is still Upper Class, but of distinctly lesser status, because his breeding has not yet proven true. Because of their expectations, responsibilities and, not least, the socializing necessary to maintain personal standing with their peers, most aristocrats are entirely too absorbed to spend time actively opposing the Old Ones, though exceptions should exist.

Most investigators should be Middle Class or low Upper Class, thereby having greater opportunity to spend time and funds investigating Mythos horrors. Lower Class characters, unless criminals or with some other special connection, must spend most of their time working to survive. In London, Lower Class people are especially concentrated in the slums and alleyways of the East End — Whitechapel, Spittlefields, Limehouse, and so forth.

Social class affects one's occupation. While those of higher status might enter any occupation of status (doctor or lawyer would be respectable; dance-hall singer would not be), the Lower Class was locked into

basic and usually demeaning occupations such as servant or unskilled laborer. To help players keep the spirit of Victorian society, lists of occupations grouped by social class follow. Social class should be in keeping with the chosen occupation.

Since upward and downward mobility among the classes is not totally impossible, ways exist to take an unusual occupation. An Upper Class person can choose a Middle Class occupation with little problem other than enduring the scorn of peers). However, an Upper Class character would risk disinheritance by adopting an occupation obviously Lower Class — such as Criminal. A Lower Class character who wishes to work his way upward in life may choose a Middle Class profession only if the keeper agrees: the keeper here represents the opportunity which gives the character the otherwise impossible chance. Certainly an investigator may not have both a Lower Class background and an Upper Class occupation.

Upper Class Occupation: Aristocrat,* Dilettante, Rogue.*

Middle Class Occupation: Antiquarian/ Historian, Author, Clergyman,* Consulting Detective,* Doctor, Ex-Military,* Explorer,* Inquiry Agent,* Inventor,* Journalist, Lawyer, Official Police,* Parapsychologist, Professor.

Lower Class Occupation: Adventuress,* Anarchist, Ex-Military,* Farmer, Gangster, Official Police,* Street Arab,* Vagrant (Hobo).

**Asterisked occupations are new to the* Call of Cthulhu *rules, and should not be considered official without consent of the keeper. Each new occupation is discussed below.*

Game Effects of Social Class

In the game 1890s, social class is an informational concept, just as it is during the game 1920s. Keepers and players alike should remember that social class is considerably more important in the earlier era, and that game rulings concerning social class should be definite and be somewhat arbitrary in feel — one's social class is a powerful definition of intrinsic personal worth. Victorians would spare no efforts to uncover the true social status and wealth of unknown individuals assuming new responsibilities. In the absence of personal records, mutual trust and reliability of promise are even more important than in the 1920s. Investigators who pass themselves off as what they are not run considerable risk.

More strictly, social class is a relative measure of a character's understanding of social customs and mores, and of a character's chances of convincing or being convinced by a character of the same or different class.

Social class might modify Oratory, Debate or Fast Talk rolls, especially when attempting to get someone to believe an incredible claim — that the distinguished count from Transylvania is really a vampire in league with the Great Old Ones, or that ghouls roam the sewers of London. Generally, the higher one's social class, the greater chance he has of convincing someone of a lower class that what he says is true, no matter how unbelievable it might sound, and vice versa. Thus an Upper Class baronet should more easily convince a Middle Class Scotland Yard CID inspector that the Queen's Physician in Ordinary is really Jack the Ripper than would a Lower Class navvy.

As an option, keepers might consider allowing players to increase by 10 percentiles the skill level of investigator Debates, Oratories, or Fast Talks whenever speaking to a person one class lower than his own, and by 20 percentiles if the target is two social classes lower. Make no modification with someone of one's own class. Naturally, exceptions exist. For instance, Lower Class labor leaders, criminals, or anarchists, could have such contempt for the Upper Class that an Upper Class character might have to subtract 20 percentiles rather than add them.

It is possible, though unlikely, that the keeper might change an investigator's social class over a period of play. To raise class standing, the investigator should have to perform a deed inordinately important to the public good; to lower class standing, the deed would have to be reprehensible or disreputable.

For example, a Middle Class character knighted by a grateful queen would be raised in class. A person of the Lower Class who makes an honest fortune could be raised to Middle Class or Upper Class, depending on the amount of wealth. On the other hand, a Middle Class investigator who spends all his time and money chasing unearthly horrors across England might be lowered to Lower Class, reflecting both his depleted funds and missing peer respect.

Changes in social class should be the natural outcome of what occurs in play, and always should be exceptional events which keepers should thoroughly discuss with their players.

New Occupations

The occupations described in the *Call of Cthulhu* rules, can be used in Victorian Britain with little or no change. The following occupations are offered as additions specifically geared to Victorian-era play.

ADVENTURESS: a euphemism for the woman who, by her association with Upper Class suitors and admirers, managed to gain power, respect, and sometimes reluctant approval from Victorian society. Often the Adventuress has worked in the theater or in some other form of entertainment. Sometimes ruthless, always competent and intelligent, she can greatly influence the life of her suitor of the moment. In fiction, a famous example of an Adventuress is Irene Adler, 'the woman' of the Sherlock Holmes story "A Scandal in Bohemia." The adventuress may come from any social class. In so far as the behavior of the Middle Classes and Lower Classes directed at her, her effective class standing is that of her current suitor — but only so long as he remains her protector or until her cash runs out. Then her standing reverts to that of her birth. Naturally her protector's peers always view her in terms of her original social class.

Adventuress Skills: Bargain, Credit Rating, First Aid, a Continental language, Oratory, Pick Pocket, Psychology, Ride, Sing, one other skill.

ARISTOCRAT: An Aristocrat is one who is born to a titled family. He may have pressing responsibilities in the Admiralty or other government post, or the Church of England, or be content to collect his rents and drone on occasionally in the House of Lords. He could resemble the Dilettante, having vast wealth and time to spend it entertainingly. Well-mannered, confident, and impressive to meet, the Aristocrat may be disconcertingly poorly-educated or an absolute whiz at a particular skill.

Aristocrat Skills: Credit Rating, Law, a Continental language, Oratory, Ride, Shotgun, Speak and Read/Write Latin, three other skills.

CLERGYMAN: Most English clergy are Church of England, with a substantial minority of other Protestant sects and Catholics. The Church of England clergyman has unusual *Call of Cthulhu* opportunities, because sometimes (despite reforms) he could receive the parish funds whether or not he performed his duties there — he might choose a casual life in London and leave all the work to a subordinate. Wealthier parishes were prized plums.

Clergyman Skills: Credit Rating, Debate, Library Use, Oratory, Psychology, Speak and Read/Write Latin, one other skill.

CONSULTING DETECTIVE: a Consulting Detective differs from an Inquiry Agent ('private detective' in the United States) in that his investigations are more intellectual in pursuit, and that his clients are usually of higher class standing. Think of the difference between Sherlock Holmes and Sam Spade. Often the Consulting Detective guides the Inquiry Agent or the Official Police, requiring that they bring the evidence to him or employing an Inquiry Agent or other companion to do the legwork. Often the Consulting Detective solves the case from his sitting room, employing a wealth of reference books and his own encyclopedic knowledge. An investigator should have INT and EDU of minimum 14 before a player chooses this profession for him.

Consulting Detective Skills: Anthropology, Bargain, Chemistry, Credit Rating, First Aid, History, Law, Library Use, Linguist, Listen, Pick Pocket, Psychology, Read/ Write Other Language, Spot Hidden, Track.

EX-MILITARY: the ex-military investigator either is a veteran of the Royal Navy or of the British Army. Upper Class and upper Middle Class investigators have served as officers, while Lower and lower Middle Class characters were enlisted men or noncommissioned officers.

Ex-Military Skills: Camouflage, Climb, Credit Rating, First Aid, Handgun, Make Maps, Oratory, Psychology, Ride, Rifle, Sabre, Sneak, Spot Hidden, Swim.

EXPLORER: only the Antarctic and Arctic remained unexplored geographically, but explorers do more than trudge across the wilderness. An Explorer investigator could be a scientist hunting for archeological treasures and lost cities; he could be a plundering rogue tracking down lost golden hoards of the ancients; he could be a daredevil braving steaming jungles and desert wastes to see what's beyond the next hill, collecting specimens for English museums or leading safaris to pay his way.

Explorer Skills: Anthropology, Archeology, Bargain, Botany, Climb, First Aid, Handgun, Knife, Make Maps, Ride, Rifle, Sneak, Speak Other Language, Spot Hidden, Swim, Track, Treat Poison, Zoology.

INQUIRY AGENT: about the same role as Private Eye in the *1920s Sourcebook*, though a bit less self-consciously tough than the United States 1920s version.

Inquiry Agent Skills: Accounting, Bargain, Dodge, Fast Talk, Law, Listen, Pick Pocket, Psychology, Sneak, Spot Hidden, one other skill.

INVENTOR: Victorian inventors turned out new gadgets in droves. Many of our modern devices first appeared during those years, as did thousands of less-practical devices now in obscurity. An Inventor investigator might create new devices to aid the other investigators (at the Keeper's discretion), or make improvements or repairs to items from booby traps to time machines.

Inventor Skills: Credit Rating, Electrical Repair, Library Use, Mechanical Repair, Operate Heavy Machine, Photography, one other skill.

OFFICIAL POLICE: includes all Victorian police, from county constables to the Bobbies who walk their beats along the foggy streets of London to the police inspectors of the Criminal Investigation Department (CID) of Scotland Yard. The former will usually be Lower Class or low Middle Class, the last almost always Middle Class. A Commissioner or other high official is usually Upper Class. An investigator choosing the Official Police may remain on the force: if high-ranking at all, he'll be privy to inside information but, high-ranking or not, he must be restricted in his activities — an ordinary policeman can't take time off to chase Deep Ones down the Thames whenever he feels like it. An Official Police investigator sharing inside information with civilians can quickly become ex-Official Police, unemployed and perhaps facing charges. An investigator who becomes ex-Official Police can retain police force sources and informants.

Official Police Skills: Credit Rating, Fast Talk, First Aid, Handgun, Law, Listen, Nightstick, Psychology, Spot Hidden.

ROGUE: Like the rogue elephant, the rogue human forsakes the herd and goes his own way. The human Rogue is usually Upper Class by birth, but a man who either despises his class standing or who has betrayed it in the past and been exiled from it. The Rogue may be an accomplished criminal; he certainly has no respect for law or social standards, though his personal manners are classically impeccable. Famous fictional Victorian Rogues include A.J. Raffles, the amateur

cracksman, and Col. Sebastian Moran, right-hand man of Professor Moriarty.

Rogue Skills: Bargain, Credit Rating, Fast Talk, French, Hide, Library Use, Pick Pocket, Psychology, Hide, Sneak, Swim, two more skills including one language.

STREET ARAB: or Urchin. London's streets teem with children. The ragamuffins of the East End are especially adept at surviving on the street. They'll do almost anything for a shilling or two, and know the side-streets and walkways like the backs of their grimy little hands. Most children are quite inappropriate to be played as investigators. However, street urchins have no family tending them or inhibiting their actions, and functions as adults from an early age. A player wishing to run a street arab should reroll SIZ and STR, using only 2D6 each for these statistics. EDU is rolled as 1D6. The new investigator's age is 2D6+6 years.

Street Arab Skills: Bargain, Climb, Dodge, Fast Talk, Hide, Kick, Pick Pocket, Sneak, Throw.

Occupational Notes

Alternate occupations from the *1920s Sourcebook* may be used as well, and are instanced in the earlier list of occupations by class. Make appropriate alterations — the farmer, for instance, probably should have Ride as a skill.

In the period, the British pound equals about U.S. $5.00. The average Lower Class man's wage is 100 pounds yearly; the average Middle Class wage or salary is 160 pounds yearly; the average Upper class stipend is 1200 pounds yearly. A keeper can grant income on this basis, or allow Lower Class investigators a 1D2, Middle Class investigators a 1D6, and Upper Class investigators a 1D10 multiplier, respectively, of that amount if money is not of pressing concern in play.

Compared to 1920s U.S., purchasing power is lessened, and the variety of goods restrained. Electrical equipment in particular will be unreliable and frequently not of standard dimension or capacity.

Altered Base Chances

The following skills are changed somewhat from their description, use, or base percentages in *Call of Cthulhu*. Many of the notes guide creation of new 1890s characters, and may or may not pertain to time-traveling investigators.

Boating: Base chance rises to 15%. See the *1920s Sourcebook.*

Credit Rating: The base chance for Lower Class characters is 5%. For Middle Class characters, the base chance is 12%. For Upper Class characters, the base chance is 25%. For Royalty, the base chance is 65%.

Drive Automobile: This skill title changes to Drive Carriage. The base chance of 20% is sufficient to handle a horse-drawn carriage, whether a hansom cab, a four-wheeler, or a wagon, under all normal conditions. Skill rolls must be made when running off roads, turning tight corners, driving through heavy traffic at more than a trot, etc. While automobiles existed during the 1890s, they were toys of the Upper Class. Until 1895, laws existed in England preventing operation of automobiles at speeds greater than 4mp in the country and 2mph in town. And you really did need a man with a red flag to walk before your car in a city!

Electrical Repair: The base chance drops to 0% for all characters. Working with electricity was not very common in the 1890s.

Operate Heavy Machine: For 1890s characters, this skill applies primarily to operating a locomotive or underground subway train, either steam-driven or electric (electric subways began operating in London in 1890). While most could keep a train going once it was underway by simply keeping the engine stoked, rolls on this skill are necessary to work up an ample head of steam, start or stop the train safely, or make radical changes in speed, etc. This skill may also be interpreted as the operating of heavy naval guns by sailors of the Royal Navy, tunnel construction equipment, the portcullis or drawbridge of a castle, etc.

Pilot Aircraft: This skill changes to Pilot Balloon. Lighter-than-air craft were the only flying devices then existing, and most were mere hot-air balloons. The first zeppelin flies just at the turn of the century.

Ride: Base chance rises to 20% for Lower and Middle Class characters, and 25% for Upper Class characters.

Sailing: Base chance rises to 15%. See the *1920s Sourcebook.*

All other skills in Call of Cthulhu may be considered to be at the same base chances, and to operate exactly as described in those rules. ■

Weapons

The 19th century saw a lot of experimentation in firearms and weaponry of all sorts, especially around mid-century. Many of these new weapons were failures and were discarded; others, the machine gun for example, led the way to modern warfare. Some exotic weapons such as the LeMat pistol, with a shotgun barrel beneath its revolver barrel, did not catch on. Those that did were lethal enough.

HAND-TO-HAND WEAPONS: most late Victorian hand weapons are essentially the same as those used in the 1920s. A few new weapons are added. The *life-preserver* (called a *billy* when used by the police, and today titled a blackjack or sap) was popular among the criminal classes. A small hand bludgeon or club, the life-preserver was used to knock victims senseless. Life-preservers can be used only for knock-out attacks, which see below.

The garrote or strangle cord was favored by Victorian criminal elements. This weapon was usually

a piece of cord, though it could also be a length of wire. It was slipped around the victim's neck from behind and was used to choke into submission, or to kill. Treat this as normal *Call of Cthulhu* strangle damage, except that the attacker's Garrote skill is used in the attack instead of Grapple, and that the victim has no chance to break free with a successful STR against STR roll. If the victim is aware of his attacker and is trying to prevent the cord from being slipped round his neck, the attacker's Garrote attack chance is halved.

The sword cane, like the life-preserver, enjoyed a Victorian vogue. Sword canes usually consisted of a slender sword sheathed within a wooden cane, though some models were designed to extend a sword from the bottom of the cane when the handle was turned. Treat sword canes, unsheathed, as sharpened fencing foils.

Another weapon still in use in Victorian times was the cavalry lance (a few were even used in WWI). Investigators visiting Boer country in the late 1890s or the Ashanti sections of West Africa might expect to see them in field use with the British army. When used from foot, treat them like spears. From horseback, the lance adds 6 to the user's DEX for purposes of hitting first in combat, and it does significantly more damage.

KNOCK-OUT ATTACKS

In *Call of Cthulhu,* to intentionally knock someone unconscious rather than to do physical damage to someone, the attacker's intention can simply be stated before rolling for the attack's success. Such 'knock-out' attacks can only be performed with blunt weapons, fist, kicks, grapple damage, and head butts. Knock-out attacks do not work against monsters, only humans, though they are effective against some hybrid monsters, such as deep one half-breeds, ghouls (who are descended from humans), and the like.

Match the damage done against the current hit points of the target on the resistance table. If the damage overcomes the hit points, the target is knocked out and remains so for several minutes. A First Aid roll awakens the target immediately. Knock-out attacks do actual damage equal to one-third the damage rolled (round down all fractions).

This is an official addition to the Call of Cthulhu rules.

HANDGUNS: during the period, most handguns were revolvers. In 1893, with the introduction of Hugo Borchardt's self-loading pistol, the first practical automatic pistol existed. The 1896 Mauser 7.65mm automatic pistol popularized the concept, but revolvers enjoyed the easiest and widest access. Revolvers came in all varieties, though the heavier-caliber weapons were most popular, with .38, .41, .44, and .45 caliber models available. The .41 is the only new caliber introduced to play, as the .44 is functionally identical to the .45, except that the bullets are not interchangeable. Smaller pistols were less common, and were considered ladies' guns, carried in purse by bolder members of the fairer sex. In fact, revolvers smaller than .32 were nearly unheard-of. Popular brands of revolvers in Great Britain were the Adams and Webley. The latter (in .455 caliber, treat the same as .45) was the common service revolver of the British army. In America, the Colt .45 was still the most popular revolver, as it was elsewhere — in fact, the British navy adopted the Colt over British makes as a service revolver. All the automatics available in the 1890s are smaller caliber weapons (7.65 mm), and all jam on an attack roll of 96-00.

The revolvers of the 1890s were too large to hide on one's person. However, derringers were quite common as hideaway weapons, carried in the pocket, purse, in hideaway holsters in boots, belts (garter, for the ladies), hats, etc. Derringers were commonly made in one- or two-shot models, though four-shot varieties did exist. It was necessary to move the firing pin itself to fire one of the other chambers, so no more than one shot a round is possible with a derringer. Derringers came in many sizes: .22, .32, .41, .44, and .45. If an investigator wants to carry a hidden gun, a derringer is the logical weapon.

RIFLES: the rifles in the 1890s were mostly repeaters, either tubular-magazine/ lever-action rifles or box-magazine/ bolt-action styles. The lever-action rifle was popular in the American West, the famous Winchester repeater coming readily to mind. Lever-action rifles are lighter than bolt-action models, and their actions are quicker to work. They were also usually a little larger caliber, with a weaker charge.

The British Army used the Lee-Metford bolt-action rifle up to 1895, when it was replaced by the Lee Enfield. The famous German Mauser appeared in 1898, and was used to effect by the Boers in South Africa. All these weapons act similarly to the .30-06 bolt-action rifle described in the *Call of Cthulhu* rules. The semi-automatic rifle was far in the future.

While most rifles of the period were .22 to .30 caliber, it wasn't uncommon to see larger-caliber rifles in action, especially as sporting or hunting guns; these were holdovers from the heavy, single-shot weapons of the Civil War and Indian Wars period. An elephant and a buffalo gun are both described below. The typical elephant gun was double-barreled, but no more than one barrel could be fired at a time.

AIR RIFLES: a weapon using an air reservoir to propel bullets or darts. The air rifle was completely silent to fire, and nearly as effective as a regular rifle in other respects. Most models fired a single bullet, often a soft-nosed revolver bullet. An air rifle's air reservoir could hold enough compressed air for up to 20 shots. The reservoir was most often a sphere on the underside of the rifle. Special models, with enough air for only one shot, could be concealed within an ordinary-looking walking cane. Among undergrounds and assassins, Von Herder was a noted fabricator; other models were available throughout Europe. When firing a dart, halve the base range and damage of the air rifle.

SHOTGUNS: shotguns were essentially the same in Victorian times as in the 1920s, except that pump shotguns were nearly unavailable. If your investigators

manage to come across a pump shotgun, it jams on a roll of 96-00, just as in the 1920s, but is three times more expensive. In addition to 12- and 20-gauge (or bore) guns, it was not uncommon to find huge shotguns of 10-, 8-, even 4-bores, though the latter were less common. Such huge shotguns are always double-barreled or single-barreled, single-shot weapons.

MACHINE GUNS: the first widely-used automatic weapon was the hand-cranked Gatling gun, soon followed by the similar Gardner and Nordenfelt machine guns. All were heavy-caliber weapons, all were hand-cranked, and all used box or barrel magazines or hoppers to feed the bullets. The first true machine gun was invented by American Hiram Maxim in 1884 and adopted for use by the British army in 1891. The principles used in the Maxim are the same used in modern automatic weapons. In fact, the Maxim itself, with variations was still widely used in the 1920s. The British navy, however, clung to the five-barreled Nordenfelt throughout this period, and Gatlings were in use by British colonial forces as late as 1895.

Investigators are unlikely to have access to such weapons, short of raiding an arsenal or purchasing them in England for use abroad, or purchasing them from foreign dealers and smuggling them into the U.K. For Maxims, use the data for .30 caliber water-cooled machine guns in the *1920s Sourcebook*. For Gatlings, Gardners, and Nordenfelts, use the data for .50 caliber water-cooled machine guns in the same publication.

EXPLOSIVES: investigators in the 1890s might have access to dynamite, primitive fuse-lit bombs, and nitroglycerin. The hand grenade, an invention prompted by the trenches of the Great War, was unavailable. Use the *1920s Sourcebook* to resolve dynamite use, and add an extra 2D6 damage and one-yard-radius to account for shrapnel in the case of bombs. Investigators seeking any quantity or type of explosive had better have good reasons for wanting them. The 1880s and 1890s saw a number of terrorist bombings in London at the hands of the Dynamiters, and Scotland Yard will be swift to investigate attempted purchases. ■

NEW MELEE WEAPONS

weapon	*damage*	*base chance*	*hit points*
Life-Preserver	1D8	40%*	4
Sword Cane**	1D6	20%	10
Cavalry Lance**	1D8+1+1D6***	10%	15
Garrote	strangle	15%	1

** knock-out damage only*
*** capable of impaling*
**** from horseback*

NEW FIREARMS

weapon	*shots/ round*	*damage*	*base chance*	*base range*	*hit points*
.41 Revolver	1	1D10	20%	15 yards	10
Derringer	1	as per caliber	20%	5 yards	4
Lever-Action Rifle	1	2D6	10%	50 yards	8
Buffalo Rifle	1	3D6	10%	100 yards	15
Elephant Gun	1	3D6+3	10%	100 yards	12

England In The 1890s

All the information necessary for a gamemaster to run a campaign taking place in 1890s England.

World Politics

EUROPE — This was a time of relative peace. No major war had occurred on the continent since the Franco-Prussian war of 1870-71. That conflict had dealt the death blow to Napoleon III's Second Empire in France, ushered in the Third Republic, and confirmed the strength of a now mostly-unified Germany and its Emperor, Kaiser Wilhem II. Monarchies, constitutional or otherwise, remained the basic form of government throughout most of Europe.

Internally, the question of Irish independence was a thorn in British politics, and there was much unrest in the conglomerate Austro-Hungarian Empire as well as

in the Balkan provinces of the Turkish Ottoman Empire. Across Europe, assassination attempts (and successes) as well as other terrorist acts were not uncommon. The writings of Karl Marx and other communists, socialists, and syndicalists continued to gain in influence.

In Britain, the Dynamiters, notorious for leaving nitroglycerin bombs on underground trains and in other public places, still made grisly headlines. The Fabian Socialists and similar groups called for social reform and an end to the monarchy.

Above all, continued competition and friction between the leading nation-states were sowing the seeds for the Great War that, little more than a decade after Victoria's death, would change the face of Europe forever. In the light of the horrors to come, readers can be pardoned for recalling the 1890s as a blissful, tranquil era of tasteful gentility.

Though Britain's absolute lead in manufacturing had, compared to Germany, France, and Russia, declined relatively from the 1870s, the British Empire was at its peak in the 1890s. All the continental powers traditionally fielded larger armies than did the British, but at sea Britannia still ruled the waves. The incomparable British navy demonstrated its power across the Empire and around the world.

While Anglo-German friendship was at its height during the early Victorian era, thanks to blood and marriage ties between their royal families, in the 1890s the British perceived a growing threat from Germany. Kaiser Wilhelm encouraged an aggressive program of naval expansion from 1894 to 1900, eventually driving together British and French interests. When Germany allowed its Reinsurance Treaty with Russia to lapse in the 1890s, the Franco-Russian alliance of 1895 resulted, more pavement in the road that would lead to the Great War of 1914.

THE AMERICAS — Across the Atlantic, the United States had become a world power, having recovered from the Civil War and grown extensively in territory, industrial and agricultural output, and in world prestige. Spain, in decline since the late seventeenth century, was easily brushed aside in the U.S.-manufactured war of 1898. That conflict firmly established the United States as a part of a 'world community' beyond the Americas. The American liberation of Cuba and the destruction of the Spanish Pacific fleet by the American navy at Manila in the Philippines effectively ended Spain's significance in world politics.

The acquisition of the Philippines and Puerto Rico also put the U.S. into the unfamiliar role of colonial power, and made United States interests in the Far East of much more concern than they had been before. The Open Door policy in China meant that nations currently enjoying spheres of influence could not prevent other nations from the lucrative Chinese trade. When the Boxer Rebellion in 1900 threatened Western interests and lives, the U.S. joined the nations of Europe in sending an expeditionary force to counter the threat.

While the 1890s saw the emergence of the United States as a major power, political and civil unrest was the rule in Latin America. Most of those nations had achieved independence from Spain (or Portugal, in the case of Brazil) earlier in the century, but political stability was not part of the Iberian heritage. A republic had been proclaimed in Brazil in 1889, yet the country suffered a succession of dictatorships, culminating in a civil war in 1893. Chile had been a constitutional democracy until 1891, when an attempt by its president to establish autocratic rule resulted in civil war. Bolivia suffered almost continuous civil war between rival dictators until the end of the century. The rest of Central and South America fared little better throughout this decade.

THE FAR EAST — Japan signaled its new status as an important regional power by its invasion of the Korean peninsula and subsequent war with China in 1894. Japan's swift victory indicated her growing strength and China's prostration. Japanese troops joined with those of the west in suppressing the Boxers, and in 1903 Japan would destroy much of the Russian fleet and soundly thrash Russian armies in Manchuria, establishing that island nation as a dominant power in the western Pacific.

Japanese prestige grew as China's plummeted. The Western powers, now including Germany, pushed for greater influence on the mainland. Those with existing spheres of influence might have carved up China between them had not the United States intervened in 1899. Reacting to Western interference, various Chinese reform groups and secret societies flourished, designed to preserve the old Chinese ways and to reject Western ideas.

When the Dowager Empress Tzu Hsi was returned to power in the wake of the chaos following the introduction of Western ideas, she took firm control of the government, emphasizing traditional Chinese ways. Encouraged, extremists formed bands called *I Ho Ch'van*, translated into English as the Righteous Harmony Fists (popularly known as Boxers). Their goal was to "protect the country, destroy the foreigners." In 1899, the Boxers began persecuting Christian missionaries in China. In 1900, the Dowager Empress ordered all foreigners killed. Many Christian missionaries and Chinese Christians were murdered, as was the German foreign minister. Other foreign ministers and their staffs, along with hundreds of Chinese Christians, were besieged in the European quarter of Peking. An international expeditionary force rescued the Europeans, capturing Peking and suppressing what came to be termed the Boxer Rebellion. This marked the beginning of the end of the Manchu Dynasty and of old China.

EASTERN MEDITERRANEAN and AFRICA — Here conditions were even more unstable. In 1896, the Cretans rose in final revolt against the Turks, achieving autonomy under Turkish suzerainty two years later. The Turkish Ottoman Empire had been shrinking throughout the nineteenth century, and continued to shrink. Although Egypt nominally belonged to the Ottoman Em-

pire, the Turks paid it little attention, allowing Britain great influence and finally actual control along the Nile.

A number of revolts in Egypt and in its possession the Sudan, spelled trouble for British forces. Quieting Egypt by 1883, the British did not intervene in the Sudan until 1896. Till then, the Dervishes under the Mahdi, who had massacred British General Gordon and his forces in 1885, subjected the land to a reign of tyranny leading to the death of most of the Sudan's people. In 1896, Lord Kitchener headed British and Egyptian troops at the battle of Omdurman, routing the Dervishes and restoring peace to the Sudan.

The French had jointly controlled Egypt with the British before refusing to help suppress the 1882 uprising of the Egyptian army. France grew jealous of British influence in the area in the late 1890s: in 1898, a French expedition under Commandant Marchand was sent to Fashoda on the Nile, nearly provoking war between the two nations before the French wisely withdrew. The Anglo-French Convention of 1904 finally eased tensions.

In 1896, the Ashanti tribe staged a final uprising against the British in their Gold Coast colony; the superior firepower of the British army swiftly put down the rebellion. Earlier, in 1890, British forces entered Uganda to restore order following uprisings and the murder of Christians there. Italy, which had established a settlement on the Red Sea in the 1880s, fought with Abyssinia (Ethiopia) over the small colony through 1895, when full-scale war broke out between the two countries. The war ended in 1896 with a crushing defeat for Italy and full independence for Abyssinia.

South Africa was largely under British control during this period. However, as a result of the Treaty of Pretoria, which had ended the First Boer War in 1881, the Boer Republic of the Transvaal was self-governing under British suzerainty. British settlers in other areas of South Africa resented the treatment their countrymen received in the Transvaal gold mines, however, and they plotted to overthrow the Transvaal government and seize power from the Boers.

A small military expedition, headed by Sir Leander Starr Jameson, raided Johannesburg in January of 1896. They expected the British workers, called *uitlanders* (outsiders) by the Boers, to rise in support. But Jameson's force was easily surrounded and captured. Jameson's Raid, as it was called, led to Boer incursions into Britain's Natal and Cape Colony in October, 1899, sparking the Second Boer War. The tenacious and daring Boer forces kept the British at war in South Africa for the next two and a half years.

THUS WAS THE STATE OF WORLD politics in the 1890s — an uneasy peace among the nations of Europe, and turmoil and unrest across much of the world. This era set Europe on course to the terrible conflicts to come in the twentieth century; it was a time in which professional investigators rarely found themselves with little to do.

Any of these areas of the world could well be the site of Cthulhoid activity, in addition to Britain and her colonies, which included India, South Africa, Egypt and the Sudan (and much of the rest of East Africa), Australia and Canada. In the American West, investigators might meet and interact with cowboys, or braves or medicine men of Indian tribes; in Africa, with native tribesmen; in the Far East or overseas immigrant areas with secret societies such as the Tongs, or even the remnants of Japan's Ninja clan. And in London itself, of course, there were secret agents galore, both nationals and foreigners, in the pay of the other world powers, spying on the British, on their countrymen in Britain, and even on each other. Investigators thinking they've tracked down mysterious cult activities might find these only a front for a relatively mundane spy ring, or vice versa. ■

Timeline

The timeline lists notable events during the 1890s and the decade immediately preceding. See the *1920s Sourcebook* for other events from 1890 to 1930.

1880: Parcel post introduced to England; Edison in U.S. and J.W. Swan in England independently patent first practical electric lights; first performances of Gilbert & Sullivan's *Pirates of Penzance;* Lord Beaconsfield (Disraeli) resigns as British Prime Minister, succeeded by William E. Gladstone; first British telephone directory issued by London Telephone Company; ballpoint pen invented; Boer Republic declares independence from Britain in Transvaal; malaria traced to a blood parasite; typhoid fever bacillus identified; Robert Koch discovers anthrax vaccine; first wireless telephone message transmitted by Alexander Graham Bell; First photographic reproductions in newspapers; Battle of Maiwand in Afghan War; atheist member of Parliament, Charles Bradlaugh, unseated for refusing to take oath of office.

1881: Flogging abolished in British Army, Navy; Boers defeat British forces in South Africa, Britain recognizes independent Boer Republic; Natural History Museum, South Kensington, London opens; Disraeli dies; Alexander II, Czar of Russia, assassinated; U.S. President James A. Garfield assassinated; London's Savoy Theatre opens as first electrically-illuminated public building; serum effective against cholera discovered; Start of the "Disappearings" in the East End of London; American Associate of the Red Cross founded; photographic roll film is patented.

1882: Gasoline-powered internal combustion engine invented; electric illumination of London begins; London Chamber of Commerce established; British fleet bombards Alexandria in Egypt, British troops defeat Egyptian nationalist forces and occupy Cairo, and dual control of Egypt by France and Britain abolished; electric fan invented; tuberculosis bacillus discovered; psychoanalysis pioneered by Viennese physician Josef Breuer, a colleague of Freud; Wilde tours North America.

1883: Krakatoa explodes near Java; Maxim machine gun invented; British/Egyptian forces wiped out in

Sudan by forces of the Mahdi; worldwide cholera pandemic begins; Nietzsche's *Also Sprach Zarathustra* published in first of four parts in Germany; Karl Marx dies; Fire guts London's Harrod's store; first malted milk produced in U.S.; Dynamiters strike near Local Government Office, Whitehall; *Treasure Island* by R.L. Stevenson published; British establish control of Egypt.

1884: Linotype typesetting machine patented; gold discovered in the Transvaal; British General Gordon trapped at Khartoum by Mahdi following his rescue of 2,500 women, children and wounded men from the city; first deep tube of London's underground railway opens; compound steam turbine invented; anesthetic properties of cocaine in medical practice discovered; socialist Fabian Society founded in London; fountain pen invented; Dynamiters strike Old Scotland Yard; phonograph patented; France presents Statue of Liberty to U.S.

1885: Khartoum falls to Mahdi, Gen. Gordon and forces massacred; world's first successful gasoline-driven motor vehicle reaches speed of 9 mph; first identification system based on fingerprints devised; rabies vaccine devised by Pasteur; Gilbert & Sullivan's *The Mikado* opens at London's Savoy Theatre; Gladstone replaced as Prime Minister by the Marquis of Salisbury; roller coaster patented; dictating machine invented; Karl Marx' *Das Kapital* (Vol. 2) published; Indian National Congress meets for first time.

1886: Britain annexes Burma; gold rush to South Africa's Transvaal; *Das Kapital* published in English; Coca-Cola first goes on sale, Dr. Pepper introduced in U.S.; Irish Home Rule Bill introduced to Parliament by Gladstone; R.L. Stevenson's *Strange Case of Dr. Jekyll and Mr. Hyde* published; typewriter ribbon patented; Geronimo captured in U.S.; first tuxedo introduced.

1887: First round-the-world bicycle trip completed in San Francisco; earmuffs patented; Abe Lincoln's coffin opened to make sure he was still in it (he was); Britain annexes Zululand; Lloyd's of London writes its first non-maritime insurance policy; Esperanto invented; first Sherlock Holmes story, *A Study in Scarlet*, published in Beeton's Christmas Annual; Queen Victoria's Golden Jubilee.

1888: Kaiser Wilhelm II begins reign in Germany; Britain establishes protectorate over Sarawak and North Borneo; alternating current electric motor developed by Nikola Tesla; first Kodak camera marketed; pneumatic bicycle tire patented; *National Geographic* begins publication; *Book of the Thousand Nights and a Night* by Sir Richard Burton published; Jack the Ripper terrorizes London.

1889: London dock strikes; Cecil Rhodes' British South Africa Company is granted royal charter; British army adopts Maxim machinegun; cordite patented as a smokeless explosive; Cleveland Street scandal over a London West End homosexual brothel involves both the Prince of Wales and the Duke of Clarence; worldwide influenza pandemic begins; reporter Nellie Bly begins round-the-world journey in attempt to beat 88-day record of Jules Verne's Phileas Fogg; Eiffel Tower completed in Paris.

1890: London's first electric underground railway tube opens; first execution by electrocution occurred; Cecil Rhodes becomes prime minister of Cape Colony; Java Man fossils found in Java; Britain establishes protectorate over Zanzibar; Battle of Wounded Knee ends Indian Wars in U.S. with massacre of 350 Sioux; first volume of James Frazier's *The Golden Bough* published (next 15 to follow over next 25 years); Bismark dismissed as prime minister of Germany; London's 'Disappearings' end as mysteriously as they began; peanut butter is invented; H.P. Lovecraft is born.

1891: Triple Alliance (Germany, Austria, Italy) renewed for 12 years, Kaiser Wilhelm failing to persuade Britain to join; Franco-Russian entente; New Scotland Yard opens as new home of Criminal Investigation Department of the Metropolitan Police Force; Prince of Wales, as a witness in a libel trial, admits playing baccarat for high stakes; Oscar Wilde's *Picture of Dorian Gray* published; Sherlock Holmes' adventures begin publication in the Strand magazine; zipper invented; free public education established in England.

1892: Diesel patents his internal combustion engine; first automatic telephone switchboard introduced; Salisbury ministry falls after 6 years, Gladstone becomes prime minister for fourth and last time; Cape to Johannesburg railroad completed; outlaws, the Daltons are killed in Kansas; Oscar Wilde's *Lady Windermere's Fan* plays the St. James Theatre in London; Tchaikovsky's ballet *The Nutcracker Suite* opens in St. Petersburg, Russia; first successful gasoline tractor produced in U.S.; unexplained explosions occur along the English Channel and continue for several years with no explanation ever discovered; J.R.R. Tolkien born.

1893: Independent Labour Party founded in Britain; Franco-Russ alliance signed; revolt against South Africa Company at Matabele crushed by machine guns; Second Irish Home Rule Bill passed by House of Commons but rejected by House of Lords; Swaziland annexed by Transvaal; Henry Ford builds his first car; Imperial Institute founded in South Kensington, London; Lady Margaret Scott wins first British golf championship; Wall Street stock market crash results in four-year depression in U.S.; world's first open-heart surgery performed in Chicago; four-color rotary press installed by Joseph Pulitzer in New York; world's first Ferris wheel in Chicago; Lizzie Borden goes to trial in Massachusetts; third Ashanti War begins in West Africa; first self-loading automatic pistol developed by Hugo Borchardt.

1894: Gladstone's fourth ministry ends and he is replaced as Prime Minister by Archibald Philip Primrose of his own Liberal party; German-Russian commercial treaty signed; French Army captain Alfred Dreyfus arrested and convicted of passing military information to Germans and sentenced to Devil's Island; Robert Louis Stevenson dies; Kipling's *The Jungle Book* published; Tower Bridge opens to traffic;

a London Building Act limits the height of buildings in the city to 150 feet after the Queen's view has been disturbed by a new development; British ship *Kowshing* is sunk by the Japanese while carrying Chinese troops to Korea; Korea and Japan declare war on China and defeat Chinese at Port Arthur; British invitation to other nations to intervene in Far Eastern war fails when Berlin and Washington reject the move; inert argon gas discovered by Scottish chemists; bubonic plague bacillus discovered; first railroad opens across the South American Andes; inheritance tax introduced in Britain; Manchester Ship Canal opens to link Manchester with the Mersey River; London's conservative *Evening News* reorganized under new ownership; *The Prisoner of Zenda* by Anthony Hope published; *The Yellow Book* begins publication with 22-year-old London artist Aubrey Vincent Beardsley as art editor; England's first Penny Bazaar department store opens in Manchester; Harrod's at London inaugurates 7 o'clock closing hours; London's first J. Lyon's teashop opens on Picadilly; first motion picture film copyrighted; strange light observed floating over Mars.

1895: Sino-Japanese War ends with Chinese defeat; X-rays discovered by Roentgen; third Salisbury ministry begins, to last until 1902; the territory of the British South Africa Company south of the Zambezi River named Rhodesia in honor of Cecil Rhodes; Tongaland annexed by British; Lanchester motorcar is introduced as the first British four-wheeled gasoline-power motorcar; Fabian socialists found the London School of Economics; Marconi pioneers wireless telegraphy (though almost a century later it will be established that Tesla beat him to it); H.G. Wells' *The Time Machine* published; Pocket Kodak camera introduced by Eastman Kodak; *The Importance of Being Earnest* by Oscar Wilde plays at St. James Theatre; Wilde sues the Marquis of Queensbury for libel for publicly accusing the playwright of homosexuality, resulting in Wilde's sentencing to two years in prison for moral offenses; first commercial presentation of a film on a screen; Britain's National Trust created with government funding to preserve country house, parks and gardens; botulism bacterium isolated; volume three of Karl Marx's *Das Kapital* published; Sigmund Freud begins to develop scientific psychoanalysis; motion-picture camera invented; principle of rocket reaction propulsion formulated; safety razor invented; Joshua Slocum completes first solo circumnavigation of Earth.

1896: Cecil Rhodes resigns the premiership of Cape Colony; British forces imprison Ashanti king in Fourth Ashanti War; new tribal uprisings in Rhodesia; Anglo-Egyptian forces begin reconquest of Sudan under British General Kitchener; radioactivity is discovered in radium; anti-typhoid inoculation originated by British pathologist Almroth E. Wright; the first flight of a mechanically-powered flying machine (a steam-powered model airplane) by U.S. astronomer Samuel Pierpont Langley; world's first permanent wireless installation is established by Marconi's Wireless Telegraph Co. on the Isle of Wight; *London Daily Mail* founded as new morning paper offering condensed news for a halfpenny; London's National Portrait Gallery moves into a permanent home in Westminster; Strauss' *Also Sprach Zarathustra* first performed in Frankfurt; Olympic games revived in Greece; London's Hotel Cecil opens as city's largest; failure of India's wheat crop raise world prices; Czar Nicholas II visits Paris and London; last of Gilbert & Sullivan's comic operas, *The Grand Duke*, plays the Savoy; helium discovered; Royal Victorian Order founded; electric stove invented.

1897: Queen Victoria celebrates her Diamond Jubilee; electron discovered as part of atom; Anopheles mosquito shown to be vector for malaria by British physician Ronald Ross; Hawaiian Islands annexed by U.S.; Royal Automobile Club founded in London; Mark Twain in London on world lecture tour; William Randolph Hearst's *New York Journal* inaugurates sensationalist 'yellow journalism' techniques; first halftones printed on newsprint; Monotype typesetting machine introduced; H.G. Wells' *The Invisible Man* published; Rudyard Kipling's *Captains Courageous* published; Bram Stoker's *Dracula* published; Britons begin eating lunch, dooming the traditional English breakfast of kippers, roast beef, sausage, bacon, porridge, etc.; Lord Kelvin studies cathode rays; severe famine in India; Dynamiters halt activities; Workmen's Compensation Act in Britain.

1898: Sinking of the battleship Maine in Havana Harbor starts Spanish-American War, which includes charge of Teddy Roosevelt's Rough Riders up San Juan Hill in Cuba and Commodore Dewey's destruction of Spanish fleet in Battle of Manila Bay, the Philippines; Battle of Omdurman in the Sudan in which forces of British General Kitchener defeat the Khalifa and his dervishes; British force French evacuation of Egyptian territory; Austrian Empress Elizabeth assassinated in Geneva by Italian anarchist; new trial for French Captain Dreyfus reveals he was falsely convicted as part of anti-Semitic plot, though he won't be released until 1906; radium is isolated by Marie Curie and her husband Pierre as first radioactive element; heroin is introduced under that brand name as a cough suppressant derived from opium; bubonic plague rampant in China and India; a message to Garcia delivered; world's first magnetic wireless recording device, the Telegraphone is patented; H.G. Wells' *The War of the Worlds* is published; Lewis Carroll dies; first photographs taken with artificial light; Stanislavski founds Moscow Art Theatre and 'method' school of acting; new Claridge's Hotel opens in London; Pepsi-Cola introduced in U.S.; Gladstone dies; German Count von Zeppelin begins building his first airship; anti-foreigner Boxer society formed in China; first successful hydrofoil tested; the "Mickey Finn" invented and used by Chicago bartender Mickey Finn, from recipe by self-styled witchdoctor.

1899: Boer War begins in South Africa, with several early British defeats; Ashanti of West Africa stage their last uprising against the British; U.S. proposes "Open Door" policy in China; worldwide cholera pandemic

begins; aspirin perfected as a pain reliever; Ernest William Hornung's *The Amateur Cracksman* is published, introducing the gentleman burglar A.J. Raffles; London's Carlton House Hotel opens; London borough councils established; alpha and beta rays in radioactive atoms discovered by Rutherford; Emperor William II visits England; Anglo-Egyptian Sudan Convention; Dreyfus pardoned by presidential decree, retrial ordered.

1900: Boer War continues in South Africa, with British gaining upper hand; Boxer Rebellion rocks China; new quantum theory developed by German physicist Planck; Mendelian genetics become popularly known and accepted; palace of Knossus on Crete unearthed by English archeologist Arthur John Evans; role of mosquito in transmittal of yellow fever virus demonstrated; first British gasoline-powered motorbuses go into service; Trans-Siberian Railway opens; first modern submarine, the *Holland*, purchased by U.S. Navy; Count von Zeppelin launches the first rigid airship; the Brownie box camera introduced; the *Daily Express* newspaper founded; Houdini executes an escape from Scotland Yard and becomes a main attraction at the Alhambra Theatre; milk bottles are introduced in England for pasteurized milk only; Oscar Wilde dies; first Browning revolvers manufactured; human speech first transmitted via radio waves; Freud writes *The Interpretation of Dreams;* Britain's Labour Party founded.

1901: Queen Victoria dies and is succeeded on the throne by Edward VII, ending the Victorian era and beginning the Edwardian. ■

Biographies

Many notable personalities lived in Late Victorian England. Some may be interesting enough to introduce as non-player-characters during play. Keepers might also check the *1920s Sourcebook* for additional period personalities.

BURTON, SIR RICHARD FRANCIS: (1821-1890) A noted English explorer, Orientalist, and author, Burton's explorations ranged from Africa to the Middle East. His army service included seven years in India and the Crimean War; his duties with the British diplomatic service took him to Brazil, Damascus, and Trieste. A master of several Eastern languages, Burton, disguised as an Afghan pilgrim, became one of the first Europeans to enter the city of Medina and of Mecca, the sacred Moslem city, in 1853. In 1858, Burton and another Englishman, John Speke, discovered Lake Tanganyika. Knighted in 1886 for his exploits, Burton is best known for his definitive translation, *The Arabian Nights*, (16 vols., 1885-88). He wrote a number of other travel works. He died in 1890 in Trieste, Italy, where he was a diplomat since 1872.

CARROLL, LEWIS: (1832-98). Charles Lutwidge Dodgson, logician, mathematician, photographer and novelist used the Carroll pseudonym for his popular tales *Alice in Wonderland* and *Through the Looking Glass*. Dodgson was also a deacon in the Church of England, and a lecturer in Mathematics at Christ Church, Oxford, but his Alice books were his greatest claim to fame. By the time of his death, they were the most popular children's books in all England. He had rapport with children, and loved to tell them fantastic stories; Alice evolved from one such tale told to some of his young friends, including one Alice Liddell, while on a boat ride in 1862. His last books were *Curiosa Mathematica*, written from 1888-93, and *Sylvie and Bruno*, two volumes written from 1889-93. The former reflected Dodgson's love for mathematics; the latter attempted to recapture what he'd accomplished with *Alice*, but was an unfortunate failure. Dodgson died in 1898 in Guildford, Surrey.

DISRAELI, BENJAMIN: 1st Earl of Beaconsfield (1804-1881). Twice prime minister of Britain, Disraeli was one of the Victorian era's most important politicians, as well as the favorite of Queen Victoria. He, more than any other, had Victoria's confidence. His last administration ended in 1880, when Gladstone and the Liberals swept into office. Disraeli was also the author of several political tomes, romantic novels and satires. He was a pillar of the Conservative party throughout his career, as well as a brilliant diplomat and a staunch imperialist. It was Disraeli who, in 1876, created the title of Empress of India for Victoria. She made him Earl of Beaconsfield that same year in recognition of his services. Disraeli died in 1881 in London, but his influence was felt throughout the remainder of Victoria's reign.

DOYLE, SIR ARTHUR CONAN: (1859-1930). Dr. (later Sir) Arthur Conan Doyle is best remembered as the author of the Sherlock Holmes stories, though he also wrote several excellent, though little remembered, historical novels, as well as adventure, horror and science fiction tales, including *The Lost World*. Doyle had studied medicine at the University of Edinburgh and only started writing to relieve his boredom while waiting for patients. He practiced medicine until 1891, when he gave it up to devote his time to his more lucrative writing. Intellectually, Doyle shared his famous detective's love for mental activity and for seeing justice done. On several occasions he spent his own time and funds in clearing unfortunates wrongly accused of crimes. Physically and temperamentally, he was closer akin to Watson, the rugged and conventional Englishman. He considered his detective stories lesser works that distracted notice from his 'more important' historical novels. Doyle was knighted in 1902 for his efforts in the Boer War, where he served as a physician. After the death of his son in WWI, Doyle turned to spiritualism, and was a prominent writer and proponent of it until his death in 1930.

D'OYLY CARTE, RICHARD: (1844-1901). London-born English operative impresario Richard D'Oyly Carte helped bring to the attention of the British stage such notables as Oscar Wilde, whom he managed in the 1870s, and Gilbert & Sullivan, whose light operas

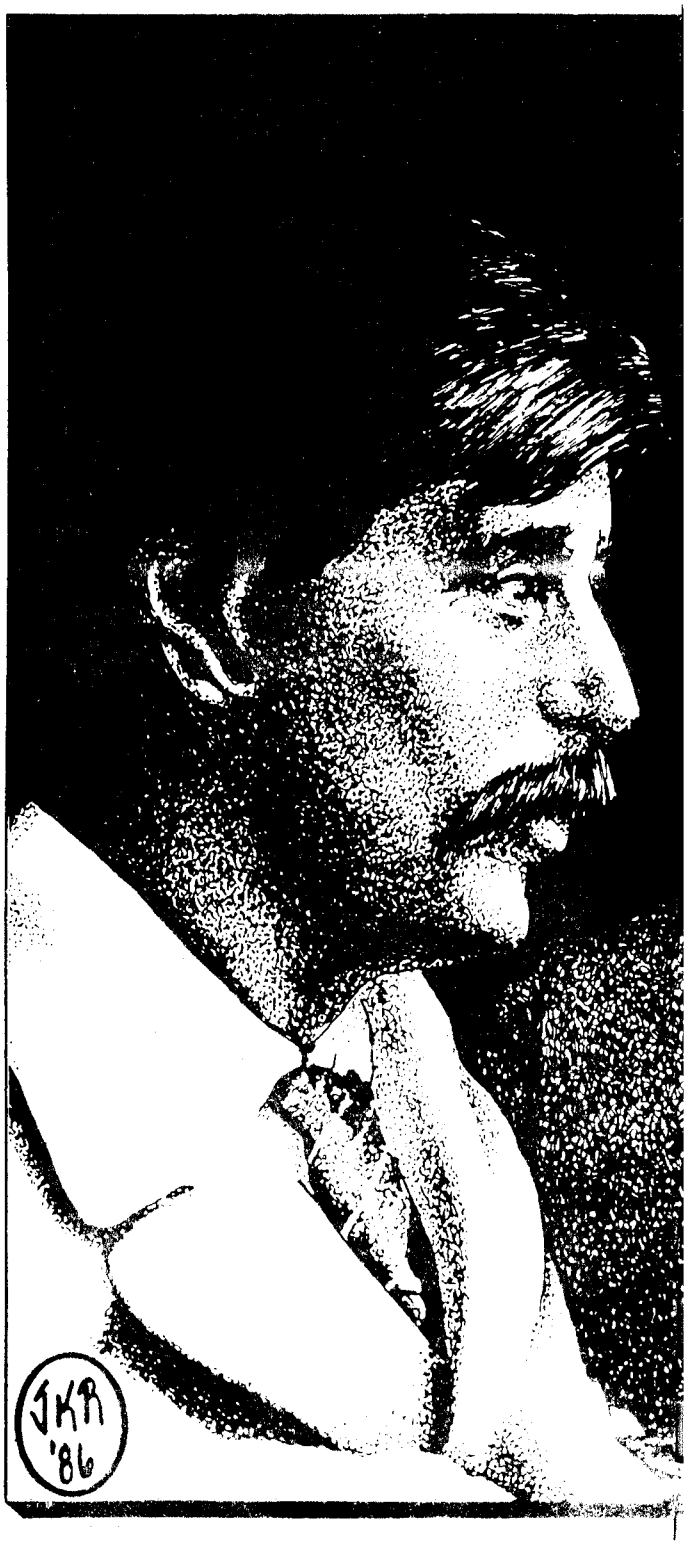
he promoted. From 1881-96, he produced their comic operas at the Savoy Theatre, built specially for that purpose. Under D'Oyly Carte, the Savoy — the first theatre designed for electric lighting — was noted for high-quality acting and production, and D'Oyly Carte was credited for immensely improving the standards of performance in the English theater.

GILBERT, SIR WILLIAM and *SULLIVAN, SIR ARTHUR:* (1836-1911) and (1842-1900), respectively. A London-born playwright and composer partnership, their comic operas typify that distinctively English form. The two met in 1871, following mediocre successes of their own, and formed a partnership that would last 25 years and result in 14 comic operas, including *H.M.S. Pinafore* (1878), *The Pirates of Penzance* (1879), *The Mikado* (1885), *The Yeomen of the Guard* (1888) and *The Gondoliers* (1889). These works, produced by D'Oyly Carte at the Savoy and thus also known as Savoy operas, won international acclaim. The two quarreled over business affairs after *The Gondoliers* and did not work together from then until 1893. Their final collaboration was *The Grand Duke*, in 1896, which didn't measure up to their earlier works, according to critics of the day. Among Sullivan's solo works were the hymn "Onward Christian Soldiers" and a grand opera *Ivanhoe* (1891). He died in London in 1900. Gilbert collaborated with other English composers until his death in 1911.

GLADSTONE, WILLIAM: (1809-1898). Four times prime minister of England, Gladstone is remembered as the greatest liberal of the Victorian era. He spent some sixty years in government. First elected to parliament as a member of the Tory party in 1832, he finally changed his views and embraced the Liberal doctrines, joining that party in 1859. From then on he was a persistent advocate of political and social reform, and attempted to apply his own strict moral principles to domestic and foreign policy, often with limited success. Gladstone's third (1886) and fourth (1892-94) ministries were dominated by his crusade for home rule for Ireland, which finally led to a split in the Liberal party and Gladstone's resignation as prime minister. Queen Victoria personally disliked the man, considering him 'crass and common,' but Gladstone was a favorite of the people, a devoted husband, and a daily reader of the Bible who firmly believed that through politics religion could be reflected and made practical.

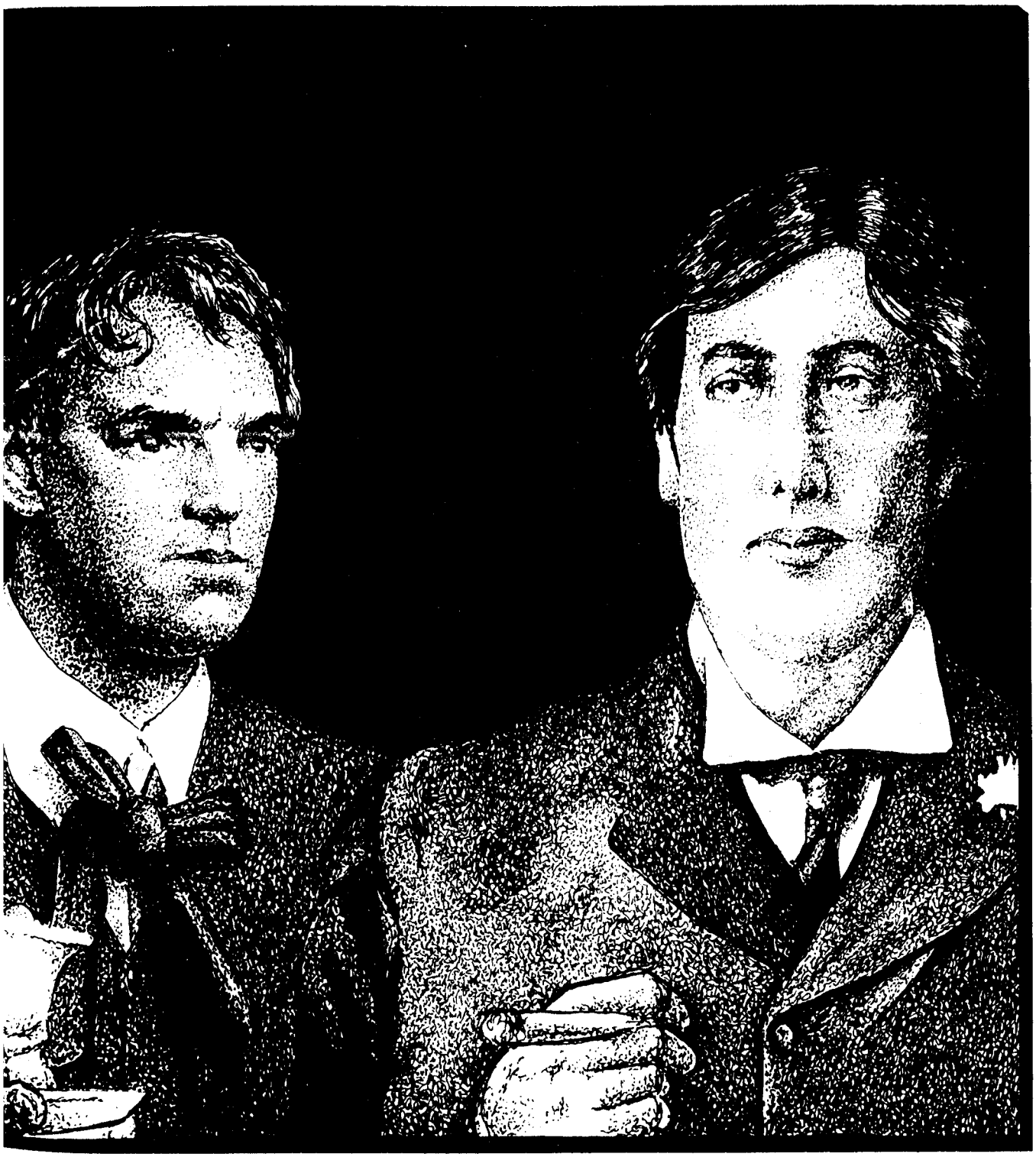
HAGGARD, SIR H(enry) RIDER: (1856-1925). An English novelist, colonial administrator, and agriculturalist born in Norfolk, H. Rider Haggard is remembered for his stirring tales of adventure set in Africa. Haggard first went to South Africa at age 19, later staying on in the Transvaal as a master of the high court. He returned to England in 1885 retiring to his country estate in Norfolk and devoting his time to writing and agriculture. He eventually wrote some forty novels, which included his popular works *King Solomon's Mines* (1885), *She* (1887), *Allan Quartermain* (1887), and *Ayesha, or the Return of She* (1905). Haggard also served as an advisor to the British government on agriculture. His successful writing career epitomizes the success stories so common in Victorian literary circles.

IRVING, SIR HENRY: (1838-1905). The professional name of John Henry Brodribb, Sir Henry Irving is generally regarded as the most influential figure in the English theater of the Victorian era. He made his acting debut at age 17, and in 1871 first appeared at the Lyceum Theatre in London, where he remained as an



actor for the next 28 years, 21 of which he was also manager and lessee of the theatre. In 1878 his company was joined by the famous English actress Ellen Terry, who was his leading lady until 1902. For his own successful productions, Irving restored much of the text of Shakespeare excised from the plays by earlier producers. His shows were famous for their visual opulence. He became the first actor ever to be knighted, 1895. Irving's knighthood effectively raised the acting profession to one of respectability in the eyes of society, fulfilling one of his life's goals. He was buried in Westminster Abbey.

LORD KELVIN: William Thomson, 1st Baron Kelvin of Largs. (1824-1907). Lord Kelvin, mathematician and physicist, was one of the Victorian age's great teachers and physical scientists, particularly in thermodynamics. Irish-born, Kelvin was educated at the universities of Cambridge and Glasgow. He served



Mr. Wilde's clever bon mot outrages Mr. Yeats; Mr. Wells recalls that the world to come will be beyond bad manners.

as a professor at the latter from 1846- 1899. In 1848, Kelvin proposed the absolute scale of temperature that bears his name. His theories and practical work in the fields of electricity and magnetism was of importance in telegraphy as well as in physics. He was a scientific advisor in the laying of the Atlantic telegraph cables in 1857-58 and 1865-66. He contributed to the theory of elasticity, and investigated the nature of electrical discharge, the mathematical treatment of magnetism and the electrodynamic properties of metals. Among his inventions or improvements to existing ones were an apparatus for marine soundings, a tide predictor, and a harmonic analyzer, as well as a re-design of the standard mariner's compass. Kelvin was knighted in 1866, became president of the Royal Society in 1890, was raised to the peerage in 1892 with the title of Baron, and received the Order of Merit in 1902. His work in physics helped set the foundation for much of the 20th century's knowledge of thermodynamics and electromagnetism.

KIPLING, (Joseph) RUDYARD: (1865-1936). Poet, novelist and short story writer, Rudyard Kipling is primarily remembered for the latter; he is considered one of the greatest English writers of short stories. Most of his stories were set in India and Burma during British rule, and emphasized intense patriotism and England's imperial destiny. His poetry was remarkable for its rhymed verse written in the slang of the ordinary British soldiers. Kipling's best-known works are *The Jungle Book* (1894), *The Second Jungle Book* (1895), *Captains Courageous* (1897), and *Kim* (1901). His popular poem "Gunga Din" and others appeared in the collection *Barrack-Room Ballads* (1892). Kipling spent 1882-89 in India as an editor and writer for the Civil and Military Gazette of Lahore; after that he traveled extensively in Asia and the United States, marrying an American in 1892 and eventually settling down in England in 1903. He was awarded the Nobel Prize in literature in 1907, and died in London in January 1936.

MACHEN, ARTHUR: (1863-1947). H.P. Lovecraft considered Arthur Machen one of the greatest writers of the supernatural horror story, though Machen is today one of the least-remembered authors of the Victorian era. Machen became a tutor in 1880 after failing the entrance examination for London's Royal College of Surgeons. Machen also worked for several publishers as translator, proofreader, editor, and cataloguer until 1887, when an inheritance he received upon the death of his father made him economically independent. He spent the next 14 years writing the stories for which he is most remembered, including the horror classics, "The Great God Pan" and "The White People." Machen often claimed that the inspiration for his horrific tales came from personal experiences with other realms of consciousness. He joined the Hermetic Order of the Golden Dawn in 1900, partly as a result of these experiences. Machen's latter years were spent in relative obscurity, his tales forgotten by all but horror story readers.

SHAW, GEORGE BERNARD: (1856-1950). Now considered the greatest of British playwrights since Shakespeare, George Bernard Shaw began his career as an unsuccessful novelist, then a noted journalist and satiric pamphleteer. Born in Dublin, Shaw moved to London in 1876, where he lived in near-poverty for the next decade, working briefly in a phone company job and as a music critic. Of five novels he attempted, only two were published. Shaw turned to critical journalism and to social polemics after he'd discovered Marx in the mid-'80s, joining and eventually becoming a force behind the newly-founded socialist Fabian Society. He also became a lifelong vegetarian as well as a skilled orator. Shaw's journalism ranged from book reviews and art criticism to music columns; from 1895-98 he was drama critic for the Saturday Review. His sharp pen made many enemies during these years, but he also championed the controversial German composer Wagner and the Norwegian dramatist Ibsen. Shaw's first play, *Widowers' Houses*, was produced in 1892 and published in a collection in 1898. Of his first seven plays, all had either short runs or no production at all, though his works after the turn of the century — including *Pygmalion* (1914) — would be noted for important themes of social reform while remaining witty and amusing. In 1898 Shaw married Irish heiress Charlotte Payne-Townshend, whom he'd met via Fabian Society comrades Sydney and Beatrice Webb.

STEVENSON, ROBERT LOUIS: (1850-1894). Robert Louis Stevenson is best remembered as the author of novels such as *Treasure Island* (1883), *The Strange Case of Dr. Jekyll and Mr. Hyde* (1886), and *Kidnapped* (1886). Born in Edinburgh, Stevenson first studied engineering and law at the University of Edinburgh. His natural inclination, however, was toward literature, and he eventually worked his way into the top ranks of contemporary writers of the late Victorian period. Stevenson traveled extensively in an effort to find healthier climates for the tuberculosis from which he suffered. His earliest works were descriptions of his journeys. He traveled through the mountains of southern France by foot in 1878; to California by ship and train in 1879-80; and across the South Pacific to Samoa in 1889. Stevenson and his wife, whom he'd met and married in California in 1880, settled in Samoa where he lived until death in 1894.

STOKER, BRAM: (1845-1912). Born Abraham Stoker in Dublin, Bram Stoker attended the University of Dublin, then served ten years in his native Ireland as a civil servant and literary and dramatic critic. In 1876 he left Ireland for London, where he joined British actor Sir Henry Irving in the management of the Lyceum Theatre. Stoker's association with Irving continued until the actor's death in 1905. During those years and until his death, Stoker wrote a number of books, including remembrances of Irving. His greatest work was, of course, *Dracula*, published in 1897, in which he introduced the vampire count from Transylvania to the public. Though Dracula's was not the first vampire story, it became the most important and served to

codify the genre for years to come, even if subsequent fiction and films often were not faithful to the original.

TERRY, DAME ELLEN: (1847-1928). Ellen Terry was Victorian England's leading lady of the stage. Her stage debut was at age nine, playing a boy in a Shakespeare play. She received acclaim during her early career in several Shakespearean roles. In 1878, Terry joined Sir Henry Irving, opposite whom she'd appeared in *Taming of the Shrew* in 1867, in an acting partnership that would last 24 years. She toured the U.S. and Canada with Irving, and achieved her greatest successes as an actress during this period. After her partnership with Irving ended in 1902, Terry continued her stage career, appearing in several of George Bernard Shaw's plays. She was made a Dame of the British Empire in 1925.

WEBB, SYDNEY and BEATRICE: (1859-1947) and (1858-1943), respectively. The Webbs were prominent social reformers of the late 19th and early 20th centuries. Beatrice, a sociologist, became a socialist in 1888 while working on a study of the London poor. Sidney, an economist, was a civil servant from 1878-91; he joined the socialist Fabian Society in 1885. The two were married in 1892, after which they campaigned together for social reform and became leading figures among the Fabians. They had a strong liberalizing effect on the British public during their efforts to advance unionism, reform the poor-law system, and develop London's educational system. They helped establish the London School of Economics in 1895, and influenced liberal reform movements into the early 20th century, counting among acquaintances fellow Fabians George Bernard Shaw and H.G. Wells.

WELLS, HERBERT GEORGE: (1866-1946). Along with Jules Verne, Wells is the co-founder of science fiction, his greatest works in that genre appearing during the 1890s: *The Time Machine* (1895), *The Invisible Man* (1897), and *The War of the Worlds* (1898). Wells was educated at the University of London and worked as a draper's apprentice, bookkeeper, tutor and journalist before embarking on a full-time writing career in 1895 with the success of *The Time Machine*. Over the next fifty years he wrote more than eighty books, nearly all considering social reform and the problems of contemporary civilization. Wells envisioned a social utopia where science and rationality worked for the good of all people. He was a Fabian socialist for a period, and freely wrote of and advocated free love. He became increasingly pessimistic in his later years.

WILDE, OSCAR: (1854-1900). Oscar Wilde was an Irish-born English writer best remembered as the chief proponent of the Aesthetic movement, based on the primacy of artistic expression. He enjoyed flouting convention. As an aesthete, Wilde wore long hair and velvet knee breeches, and surrounded himself with *objets d'art*. He won many followers with his wit, brilliance, and flair. Primarily a poet and playwright, Wilde's best-known works are the classic plays *Lady Windermere's Fan* (1892) and *The Importance of Being Earnest* (1895), and his only novel, *The Picture of Dorian Gray* (1891) (the latter written on commission from an American magazine as part of a package with Conan Doyle's second Sherlock Holmes novel, *The Sign of the Four)*. Wilde married a wealthy Irish woman in 1884, enabling him to devote himself totally to writing. At the peak of his career in 1895, he was convicted of sodomy and sentenced to two years imprisonment at hard labor. Bankrupt and disheartened following his time in prison, Wilde spent the rest of his life in Paris, where he died of meningitis in 1900. ■

Locations

London, hub of the great British Empire, was the largest and most important city on earth in the 1890s. The city of Sherlock Holmes, H.G. Wells, Jack the Ripper, Gilbert and Sullivan was also home to millions more. From a distance, we always see it in evening, fog swirling, mystery and adventure lurking around the next corner, across the next bridge — or perhaps in those miles of interconnecting sewers that honeycomb the earth below.

The population of London and suburbs had grown to approximately six and a half million souls by the 1890s. A significant number of these lived in the densely-packed East End. London itself was divided into 28 metropolitan boroughs, each governed by its own mayor and council, plus the City (the historic City of London in the center of the metropolis) which was a separate municipality with a civil corporation of its own, headed by the Lord Mayor. Several surrounding suburbs were considered part of London, though not officially in the administrative County of London.

The East End of London (from the City east) was the commercial and money-making section of the metropolis, harboring the docks, the Stock Exchange, the Bank of England, the Royal Mint, the post office, and other public buildings. The West End was more exclusive, where the wealthy and the upper classes made their homes, and where the center of government for the Empire was located. Here were Whitehall, the Houses of Parliament, Buckingham Palace, Westminster Abbey, and cultural and scientific adornments such as the British Museum and the Royal Albert Hall. The luxurious houses of the aristocracy found to the West starkly contrast with the poorer, crowded hovels of the East End, particular east of the City in Whitechapel and Spitalfields. North of the City were the comparatively comfortable homes of the lower middle class, while south of the Thames (the 'Surrey Side' of London, as it was often called from the County of Surrey to the south) were poor dwellings near the river and more fashionable residences further south. Though gas works and such were south of the Thames, London had no specific manufacturing sector: factories and workhouses could be found throughout the county.

Two maps of London, a small one on page six and a larger, two-color one following page 128, show areas

and points of interest to investigators living in or visiting the city, including major railway and underground lines and a number of important terminals. Refer to the maps when using this section.

Although the maps show major streets and approximate locations only, exact addresses, pinpointed locations, and the like should not be necessary: these maps are for roleplaying, not artillery spotting. It should be quite sufficient for an investigator to know that he is across the street from the British Museum, in an alley off Buck's Row in Whitechapel, at an old warehouse in Limehouse north of the West India Docks, or in a physician's home in Kensington near Hyde Park. For locations not on the map, feel free to use your imagination: this *is* just a game, and the main purpose is to have a good time, not bog down in details. Anyhow, London had and has such profusion of alleys, mews, pubs, restaurants, shops, hotels, inns, and churches that any location you choose is likely to be correct. Given the cosmic scope of the Mythos, that should be quite close enough.

Areas Of London

ISLE OF DOGS: a large peninsula formed by a bend in the Thames, the site of the West India Docks and several smaller docks and warehouses. To the east of the Isle were the Victoria Dock and the Albert Dock, the Royal Arsenal, and the Plumstead Marshes.

KENSINGTON: this western metropolitan borough was residential, for middle to upper class. Many doctors lived here, including Sir William Gull, Physician in Ordinary to Queen Victoria.

LAMBETH: the westernmost borough on the Surrey side; the poorer section just south of the river was known as Kennington.

LIMEHOUSE; encompassing Chinatown and dock and warehouse areas, as well as opium dens and other seamy establishments, life was cheap in this lower-class area. In future years, fictional Limehouse became notorious as London headquarters for the insidious Dr. Fu Manchu and his fanatical Si-Fan organization of lascars, dacoits, thugees, and other orientals.

PADDINGTON: primarily a residential area, middle to upper class, located north and northwest of Hyde Park.

ROTHERHITHE: the northern region of the borough of Bermondsey, containing most of the Surrey Side dock systems, particularly the extensive Surrey Commercial Docks. Also a manufacturing district inhabited primarily by dockworkers, sailors, watermen, and others who made their living from the river.

SOHO: the foreign quarter, also containing a number of restaurants, theaters, and entertainment halls.

SPITALFIELDS: a poor section of the East End, where new immigrants congregated.

ST MARYLEBONE: a middle-class residential and commercial area of flats and small shops south of Regent's Park. Notable for Madame Tussaud's Wax Museum, as well as the location of 221B Baker Street, residence of Sherlock Holmes.

ST. JOHN'S WOOD: a very fashionable residential district just northwest of Regent's Park.

THE BOROUGH: also known as Southwark, a poor and crowded district directly across the Thames from the City, the population of which was mostly employed in its river wharves and factories.

THE CITY: the financial center of London, and the oldest part of the city — the original site of Roman Londinium. Within its boundaries, which stretched from the Temple on the east to the Tower of London on the west, were the Bank of England, the Stock Exchange, St. Paul's Cathedral, the Custom House, General Post Office, and other structures of note. The City was also the home of the Cockney, whose clipped tones could be heard daily mixed with the more cultured tones of financiers.

WESTMINSTER: The seat of government, stretching from Hyde Park on the west to the City on the east, and containing many of London's best-known landmarks, such as Westminster Abbey, Scotland Yard, Big Ben, the government offices, and Parliament, and most of the foreign embassies.

WHITECHAPEL: the East End, where the poor and miserable huddled in decrepit buildings and common-lodging or doss houses, clinging to life as laborers, costermongers, criminals, streetwalkers, beggars, and scavengers. This was the primary hunting ground for Jack the Ripper.

Selected London Locations

221B BAKER STREET: from 1881 through 1903 the home of Sherlock Holmes, consulting detective, and from 1881-1888 / 1894-1902 the home of his famous companion and chronicler, Dr. John H. Watson.

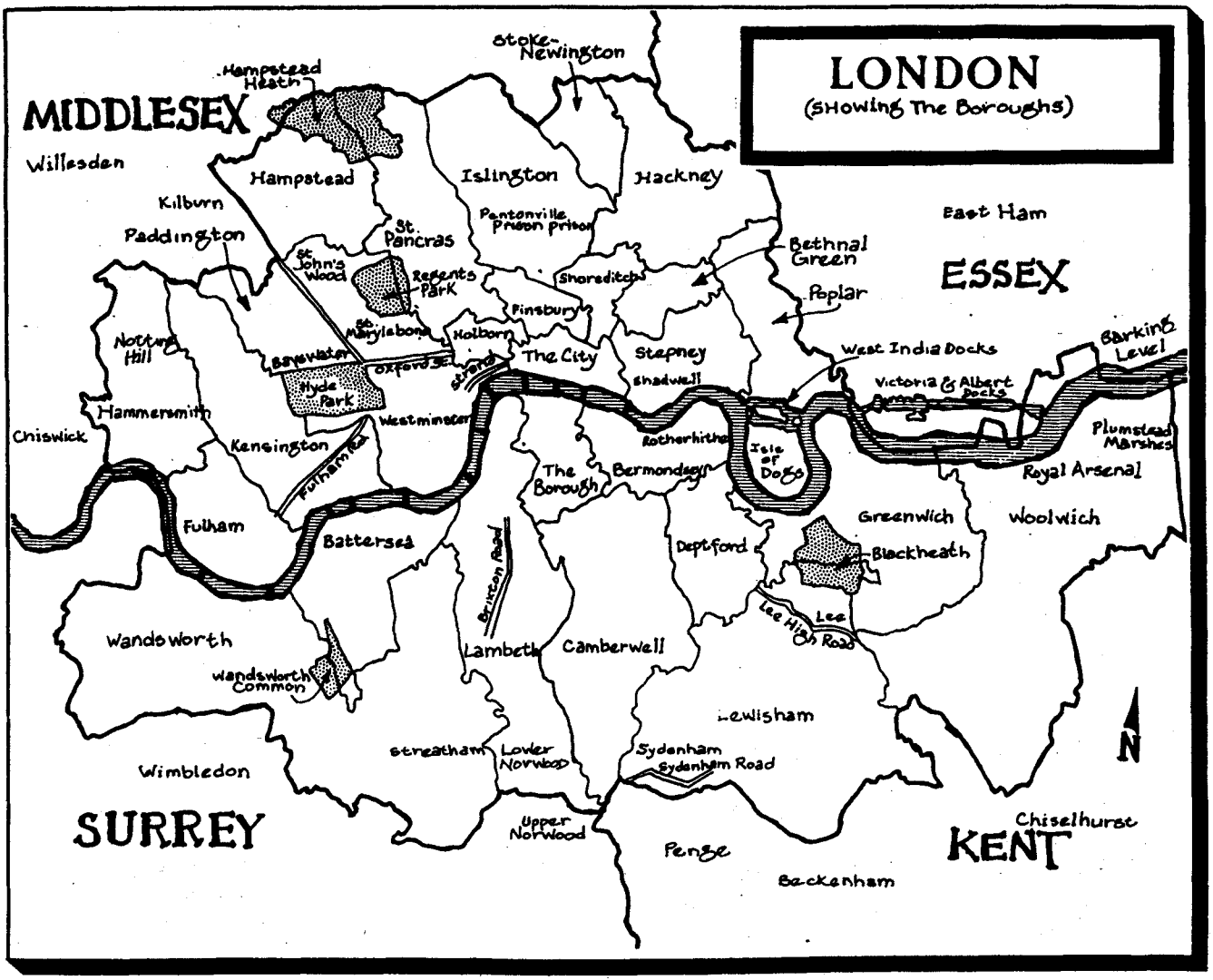
THE ADMIRALTY: this building houses the offices of the Admiralty, a department of the government overseeing all maritime affairs, plus all those relating to the Royal Navy, and includes the offices of the First Lord of the Admiralty.

ALHAMBRA MUSIC HALL: a variety of entertainments were offered here, of a less high-brow nature than those of the Albert Hall and others. Houdini played here in 1900.

BANK OF ENGLAND: the only bank in London empowered to issue paper money, it was the most important financial institution in England, and the principal business agent for Her Majesty's government.

THE BRITISH MUSEUM: the great national museum and library open 10am to 4, 5, or 6pm depending on the season. Some galleries were open later on certain days, and the museum also was open Sunday afternoons. Admission was free, but catalogs of the exhibits cost up to sixpence.

Its collections were divided into eleven departments: Books and Maps; Manuscripts; Prints and Drawings; Oriental Antiquities (including Egyptian); Greek and Roman Antiquities; British and Medieval Antiquities and Ethnography; Coins and Medals; and Zoology, Geology, Minerology, and Botany (these last four housed at the Natural History Museum in Kensington).



The Reading Room was a large circular hall covered by a dome of glass and iron, located within the central courtyard of the museum. It was open daily from 9am to 7 or 8pm, depending on the season, and comfortably accommodated 360 patrons. Researchers requested the books they desired, which attendants brought to their seats. Those wishing to use the reading room needed to apply in writing to the Principal Librarian, noting name, profession, and address, with a recommendation from a well-known London householder. A two-day waiting period was required between submission of the application and issuance of a non-transferable admittance ticket, good for six months. Single-day admittance was sometimes possible by applying directly to the Principal Librarian. The Reading Room had Wormius' Latin translation of the *Necronomicon*, but special permission was needed to use it.

A ticket to the reading room also grants use of the Newspaper Room, off the Manuscripts Saloon. Among the Oriental manuscripts in the Mss. Room for Students is an as-yet untranslated Arabic copy of the *Al-Azif*. Keepers should make it difficult to spot, as well as to translate.

BUCKINGHAM PALACE: the main London residence of Queen Victoria.

CANNON STREET STATION: London terminus (with Charing Cross Station) of the South-Eastern Railway.

CENTRAL CRIMINAL COURTS: also known as "Old Bailey," where criminal trials were held; old Newgate Prison just north of the courts was used as a "Gaol of Detention" when the courts are in session.

CHARING CROSS STATION: London terminus (with Cannon Street Station) of the South-Eastern Railway. Just west of the station is the Grand Hotel.

COVENT GARDEN MARKET: the main wholesale fruit, vegetable, and flower market in London; market days were Tuesday, Thursday, and Saturday. Just north is the Covent Garden Theatre, or Royal Italian Opera House, offering operas, concerts, and dress balls.

CUSTOM HOUSE: where duties were levied for the Port of London. Includes storage space for confiscated goods.

EUSTON STATION: London terminus for the London and North-Western Railway.

GOVERNMENT OFFICE BUILDING: separated from the Treasury by Downing Street (where the P.M. lived at No. 10), this building held the Foreign Office, the Colonial Office, the Home Office, and the India Office.

GRAY'S INN: one of the Inns of Court.

HOUSES OF PARLIAMENT: also known as the New Palace of Westminster, it contained the House of Commons, House of Lords, eleven quadrangles, and more than 1,100 apartments for legislators, aides, and workers. Its three towers are, from south to north, the large Victoria Tower, Middle Tower, and Clock Tower, in which is housed Big Ben.

KING'S CROSS STATION: London terminus for the Great Northern Railway.

LINCOLN'S INN: one of the Inns of Court. Just to the west is the King's College Hospital, the College of Surgeons and, just northwest, the Freemason's Hall.

LIVERPOOL STATION: London terminus for the Great Eastern Railway. Next door, to the west, is Bond Street Station.

LLOYD'S: an association of shipowners, merchants, underwriters, and ship and insurance brokers with headquarters in the Royal Exchange. It publishes the annual *Lloyd's Registry of British and Foreign Shipping*, which lists ship names and classes them by construction methods, age, and state of repair.

LONDON BRIDGE: the oldest and most important of bridges across the Thames, connecting the City and the Borough; the westernmost point along the Thames to which seagoing vessels had access.

LONDON BRIDGE STATION: main London terminus for the London, Brighton, and South Coast Railway, and used by the South-Eastern and Chatham Railway.

LONDON HOSPITAL: served the East End.

THE LONDON LIBRARY: located in St. James Square off Pall Mall, this was a circulating library for paying members. Nearby were several of the London clubs.

LONDON UNIVERSITY COLLEGE: includes University College Hospital.

LYCEUM THEATRE, THE: located in the Strand, cross-corners from Somerset House, this was one of London's chief theaters, presenting Shakespearean pieces, dramas, and comedies.

MADAME TUSSAUD'S WAXWORK EXHIBITION: London's most famous wax museum, Madame Tussaud's was located on Marylebone Road just east of Baker Street Underground Station (on the northeast corner of Baker Street). Admission was one shilling, plus an additional sixpence to enter its famed Chamber of Horrors.

MARYLEBONE WORKHOUSE: one of several poorhouses, one per borough, spread throughout London in which paupers engaged in forced labor in return for relief. The insane could also be incarcerated in workhouses without the necessity for paperwork that would be required at hospitals and asylums. South of this place was the Marylebone Burying Grounds.

MILLBANK PENITENTIARY: a large prison, located here until 1893, when it was demolished and replaced by industrial buildings and a museum.

NATURAL HISTORY MUSEUM: a division of the British Museum, located south of Hyde Park and Albert Hall, containing fossil relics for the still-young science of paleontology and other exhibits relating to natural history — geology, botany, zoology, etc.

NEW SCOTLAND YARD: from 1891, home of London's Metropolitan Police Force, Criminal Investigation Department (CID), and Special Branch. Prior to this, the MPF was headquartered at Great Scotland Yard just north, next to the Admiralty. The Scotland Yard Museum of criminal relics, known popularly as the Black Museum, is located here as well. Next door is the Cannon Row police station, where suspects were actually booked and jailed, rather than the Yard itself.

PADDINGTON STATION: London terminus of the Great Western Railway.

PRIMROSE HILL: During H.G. Wells' *War of the Worlds*, this site just north of Regent's Park became the main base of the Martian invasion.

OFFICE OF RECORDS: contains various civil and criminal legal records and state papers. Includes the Land Records Office. Not open to the public. Across the street to the west stands the Royal Courts of Justice.

ROYAL ALBERT HALL OF ARTS AND SCIENCES: popularly known simply as the Albert Hall, this assembly hall just south of Kensington Gardens originally was constructed as a memorial to Queen Victoria's royal consort, Prince Albert. It was used for art and scientific assemblies, political conventions, and large-scale musical concerts.

ROYAL ARSENAL: also known as Woolwich Arsenal, its 593 acres were dedicated to the design, manufacture, and storage of war materials.

ROYAL BOTANICAL GARDENS: the gardens, set in the center of Regent's Park, contained samples of flora from across the world.

ROYAL VICTORIA AND ALBERT DOCKS: largest dock system in London's port.

ROYAL MINT: where the coin of the realm was struck, as well as medals and governmental seals.

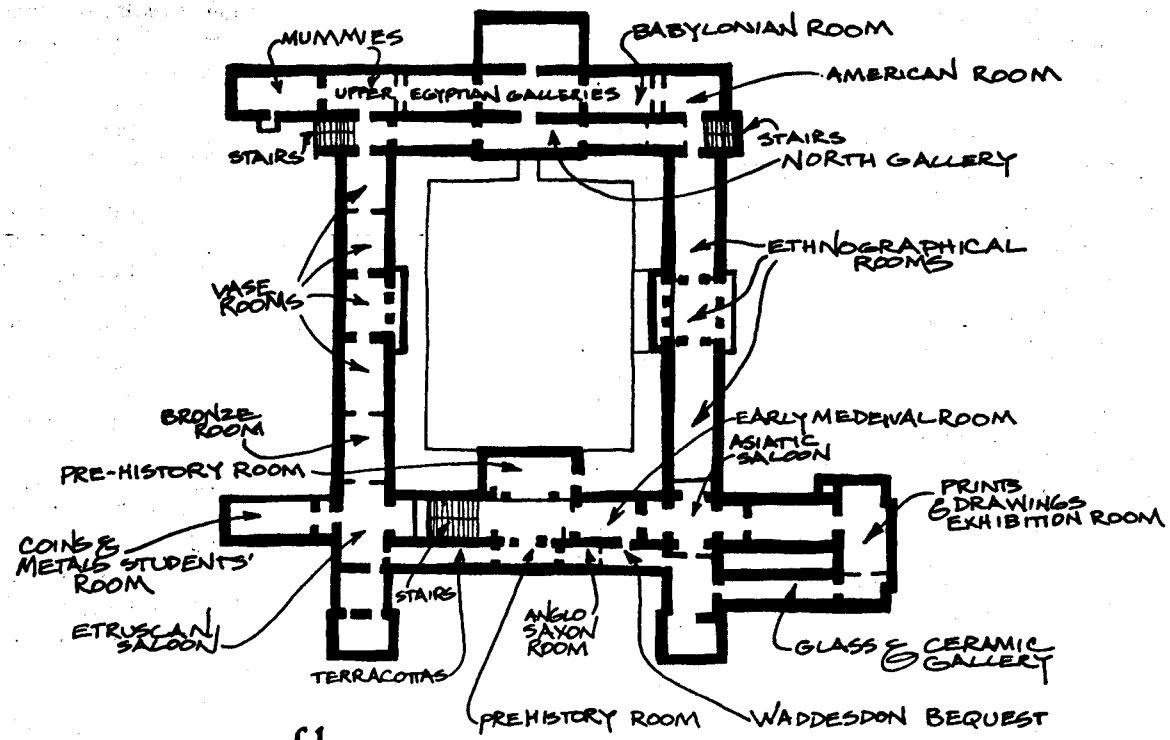
ST. BARTHOLOMEW'S HOSPITAL: the oldest hospital in London, known popularly as Bart's, and affiliated with the University of London as one of its medical schools; in addition to its wards, it contains class rooms, libraries, research laboratories, and museums, plus the office of the coroner's Chief Medical Examiner.

ST. PANCRAS STATION: London terminus of the Midland Railway.

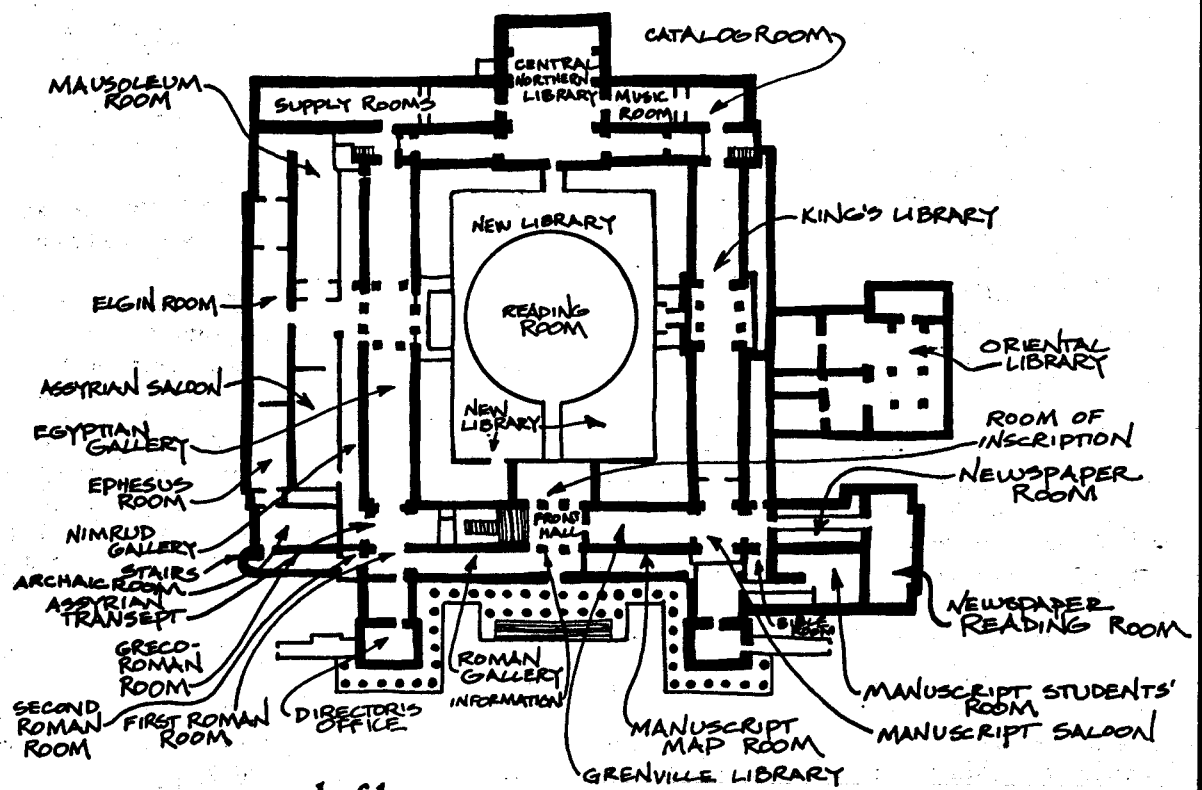
ST. PAUL'S CATHEDRAL: the City of London's great cathedral, often considered the most magnificent building in all of London.

SAVOY THEATRE: where most of Gilbert & Sullivan's operettas were performed; the first public building in London to have electric lighting installed.

The British Museum



upper floor



ground floor

THE SERPENTINE: a large, artificial lake in the middle of Hyde Park.

SIMPSON'S TAVERN & DIVAN: also known as Simpson's Dining Rooms, Simpson's-in-the-Strand, Simpson's Cigar Divan, or simply Simpson's — a well-known Strand restaurant where ninepence gained one admission, and a shilling gained admission plus a good cigar and a cup of coffee.

SOMERSET HOUSE: contains many public records of the Empire. Its offices include the Office of the Registrar of Births, Deaths & Marriages; the Inland Revenue Office; the Audit Office; the Probate Registry; and the Commons Will Office. Also on its grounds is King's College.

STOCK EXCHANGE: the association of London stockbrokers, known more commonly in the City as "the House," listing securities and stocks for its members.

THE TEMPLE: headquarters of the Knights Templar in medieval times, now one of the four Inns of Court (with Lincoln's Inn and Gray's Inn). The Temple is actually two of the Inns, as it is divided into a Middle and an Inner Temple. The Inns are incorporations for the study of law, enjoying the exclusive privilege of calling barristers to the Bar. All the Inns contain dining halls, libraries, offices, and living quarters for barristers and law students.

THE TIMES: offices of London's leading newspaper.

TOWER BRIDGE: completed only in 1894, it replaced a subway tunnel under the Thames at that site.

TOWER OF LONDON: originally a medieval fortress, its central keep (called White Tower) was built by William the Conqueror. Best-known as a prison where such historic figures as Sir Walter Raleigh and Princess (later Queen) Elizabeth were confined. It was a government arsenal in the 1890s. Its 13-acre grounds are shaped roughly like a pentagon, with the central keep surrounded by a double-walled ward strengthened with several towers, such as the Bloody Tower, the Bell Tower, Middle Tower, Byward Tower, and Record (Wakefield) Tower. The Regalia, or Crown Jewels, of England were kept in Wakefield Tower, the inner of the central towers along the Thames, at this time. The Tower Yeomen Warders, known popularly as Beefeaters, are old soldiers of meritorious service who dress as Yeomen of the Guard of old.

Admission is free from 10am to 4pm on all days but Sunday, when the Tower is closed (except by special order of the Constable of the Tower for very interested parties). Admission to the Regalia and to the Armory is sixpence each at all times. The main entrance to the Tower is the Lion's Gate at the southwest corner; there are three other entrances, including the old Traitor's Gate, accessible from the Thames only.

TREASURY BUILDING: contains the government's offices of public revenue, as well as the actual residence of the Prime Minister, who usually doubled as First Lord of the Treasury.

VICTORIA STATION: West End terminus of the South-Eastern and Chatham Railway; also served by the London, Brighton, and South Coast Railway, and four suburban lines. The Grosvenor Hotel was located at the station.

WATERLOO STATION: London terminus for the South-Western Railway. The departure and arrival point for trains to and from Woking.

WEST INDIA DOCKS: to the northeast are the smaller East India Docks.

WESTMINSTER ABBEY: London's greatest church and burial site of English monarchs, receiving as well monuments for great English poets, statesmen, and soldiers. Here were held the coronation ceremonies for British monarchs.

ZOOLOGICAL GARDENS: maintained by the Zoological Society and known popularly as "The Zoo," this Regent's Park attraction was one of the major European zoological collections.

London Stores

Investigators looking for shops selling specific quality items (especially clothing) and keepers needing such places as locations for leads in investigations might try some of the following.

Many of these stores are open by appointment as well, especially to upper-class or otherwise well-to-do investigators. Anyone attempting to obtain information about clientele from such a shop must receive a successful Fast Talk, Oratory, or Debate roll, or be able to present impeccable credentials and references.

For Books and Maps: HATCHARDS, at 187 Picadilly, W1, London. Hours are Monday through Friday, 9am to 5:30pm; Saturdays until 5pm. Since 1797.

For Clothing: GIEVES & HAWKES, at 1 Saville Row, W1, London. Suppliers to the Royal Navy since the time of Nelson and to certain regiments of Her Majesty's Army. Hours are Mondays through Fridays, 9am to 5:30pm; Saturdays until 1pm.

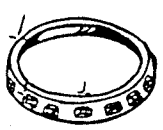
For Hats: LOCK & CO., at 6 St. James Street, SW1, London. Top hats, bowlers, fishing and sporting hats. Just the place for a proper pith helmet. Hours are Mondays through Fridays, 9am to 5pm; Saturdays are 9:30am to 12:30pm. Since 1676.

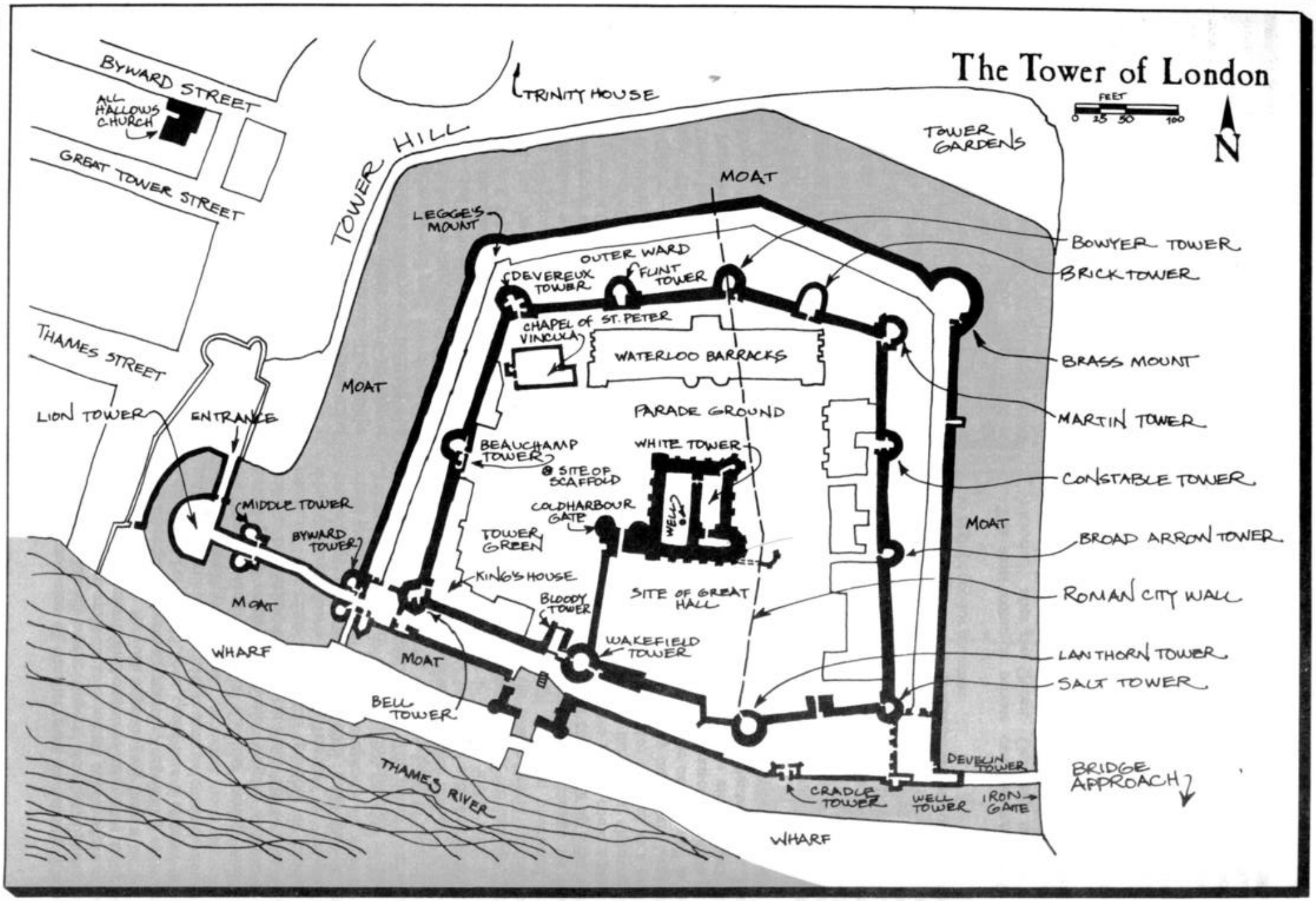
For Jewelry, two stores:

GARRAD, at 112 Regent Street, W1, London. Appointed the Crown Jewelers by Queen Victoria in 1843. Hours are Mondays through Fridays, 9:30am to 5:30pm; Saturdays until 1pm.

PHILIP ANTROBUS, 11 New Bond Street, W1, London. Hours are Mondays through Fridays 10am to 4:45pm. Established in 1815.

Tailors: HENRY POOLE, 15 Saville Row, W1, London. Granted Queen Victoria's livery warrant. Hours are Mondays through Fridays 9am to 5:30pm. Since 1806. ■




The Tower of London
FEET
0 25 50 100
N
BYWARD STREET
ALL HALLOWS CHURCH
GREAT TOWER STREET
TRINITY HOUSE
TOWER HILL
TOWER GARDENS
MOAT
LEGGE'S MOUNT
OUTER WARD
DEVEREUX TOWER
FLINT TOWER
BOWYER TOWER
BRICK TOWER
CHAPEL of ST. PETER VINCULA
WATERLOO BARRACKS
BRASS MOUNT
THAMES STREET
MOAT
PARADE GROUND
LION TOWER
ENTRANCE
MARTIN TOWER
BEAUCHAMP TOWER
WHITE TOWER
SITE OF SCAFFOLD
CONSTABLE TOWER
MIDDLE TOWER
COLDHARBOUR GATE
WELL
MOAT
BYWARD TOWER
TOWER GREEN
BROAD ARROW TOWER
KING'S HOUSE
SITE OF GREAT HALL
MOAT
BLOODY TOWER
ROMAN CITY WALL
WHARF
WAKEFIELD TOWER
LANTHORN TOWER
MOAT
SALT TOWER
BELL TOWER
THAMES RIVER
DEVEREUX TOWER
BRIDGE APPROACH
CRADLE TOWER
WELL TOWER
IRON GATE
WHARF

Communications

Though important items of present-day media such as television were not yet invented, the backbone of modern communications (particularly as pertaining to speed of communication) was in place and functioning well before the turn of the century.

Travel

Air travel as yet consisted of hot-air or hydrogen-filled observation balloons but, though automobiles were not yet long-range transport machines, the railways and shipping of the 1890s are quite similar to those of the 1920s.

Huge passenger liners crossed the oceans, and railroads criss-crossed industrial nations. The average sea voyage from America to England took 6-10 days at an average speed of 22 knots. The record crossing was 5 days, 7.5 hours. The average price for an Atlantic crossing was £.12-35 for one-way, and £.22-65 for a round-trip ticket — the differences depending upon how much luxury the passenger craved. One-way steerage was as low as £.5-7. Gratuities to stewards ran about 10 shillings, but tips to porters when docking could be as low as 3-6 pennies. Normally, sea voyages from the U.S. to England were between New York and Liverpool. At Liverpool, one traveled by rail to London, a trip lasting from 4:30 to 8 hours, depending on the line taken, at a cost of 16/6 (16 shillings sixpence) to 29 shillings. A trip across the Channel to the Continent, Dover to Calais, — took 1:15 to 1:45 hours and cost 8-10 shillings. The train trip from London to the ferry docks at Dover lasted 2-3:25 hours and cost 6/5 to 19 shillings. Passports could be had for 3/6.

The British Empire boasted some 7,207,610 tonnes of steam shipping by 1900, and still retained 2,096,498 tonnes of sailing vessels, not counting the warships of the Royal Navy. Lloyd's Registry in London kept track of all British and foreign shipping, publishing pertinent data in its annual *Lloyd's Register of British and Foreign Shipping.*

In addition to the Atlantic Ocean and the English Channel, the Thames was a major British waterway, especially for London, through which it flows, making the capital the greatest port in the British Isles. The majority of major shipping was confined to the eastern reaches of the river, with major freighters being allowed no further upstream than the Pool, which ended at London Bridge (Tower Bridge, once completed, could be raised to allow shipping into the Pool). Throughout London's complex of docks along the East End — Wapping, Rotherhithe, the Isle of Dogs — were rows and rows of warehouses for the storage of goods brought in from and ready to be sent out to the reaches of the Empire. Agents at the Customs House, along the banks of the Thames east of London Bridge, checked the goods for contraband and to see that the proper duties were paid.

Though the larger sea-going vessels were banned from most of the Thames, the river was still active with smaller craft. In addition to the larger dock systems, there were some 45 smaller piers or landing places along the Thames where clippers, launches, lighters, or spritsail boats could dock. Steamers conveyed travelers down the Thames from London to other sites along its banks, the price for such trips ranging from a halfpenny to sixpence between stations, depending upon the distance. For £.6-35, one could hire a steamer for a day for parties and social events, a common amusement of the Upper Classes.

The common transport was the horse, whether ridden itself or pulling wheeled wagons and conveyances. In London, the cab was king. The two-wheeled hansom, sometimes called the 'gondola of London,' and the larger four-wheeler ("Clarence" or "growler") were ubiquitous. By the mid-1890s, more than 11,000 cabs plied London.

The hansom cab was a two-passenger vehicle, though three could squeeze in. The driver rode on a high seat at the rear, his weight helping to balance the passengers between himself and the horse. Luggage was carried on the floor inside the cab, and orders to the driver were shouted up through a trap door in the top. Half-doors closed the sides of the carriage, and small windows allowed the passengers to see out, as did the open front, though the horse obstructed the view. The four-wheeler was roomy enough for four passengers inside, and a fifth could ride up front with the driver if he wished. More riders could squeeze uncomfortably inside, though the driver discouraged this, and the back axle could also be used as a perch for someone to cling to unseen by the driver. Luggage could be carried on the roof of the cab, as well as inside. The four-wheeler afforded passengers more privacy than did the hansom, as it was entirely enclosed and curtains could be drawn across the windows. This configuration also hid the horse from the passengers' view.

Cab fares were usually only a shilling for one person to ride two miles or less; each additional mile added sixpence to the far, as did each additional person. Each piece of large luggage carried outside the carriage cost twopence. Victorian cab drivers, commonly known as jarveys, were happy to wait on their passengers after dropping them off somewhere, at a rate of sixpence per quarter-hour for four-wheelers and eightpence for hansoms.

The most common private carriage was called a "Victoria," after the Queen. Generally used as an open vehicle, it had a collapsible hood for inclement weather, and seated two to four passengers. Such carriages could be rented for a pound or so a day.

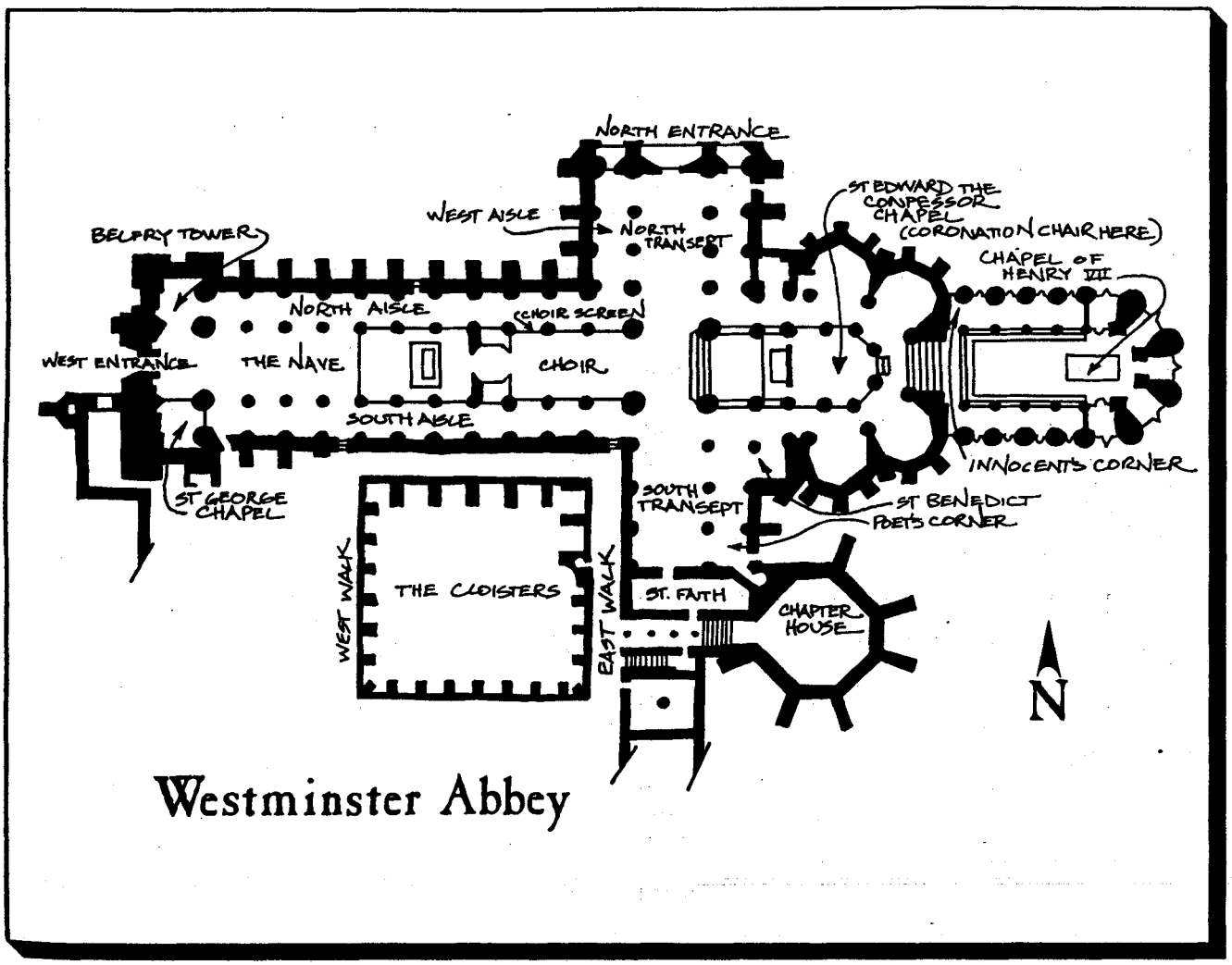
Two other important horse-drawn vehicles were the omnibus and the tram, Victorian equivalents of the bus and trolly. The omnibus, usually a two-decked vehicle, was often crowded, but was reliable and cheaper than a cab. Omnibuses ran on regular routes, with one passing every 4-15 minutes (depending on the route) at rates of one- to sixpence (depending on the distance). They ran from 8am to 12 midnight daily. Trams differed from omnibuses in that horses pulled them

along set rails, or tramways. There were more than 147 miles of tramways in London by 1898, radiating from the edges of the central City districts in all directions except west, with some 4,000 trams in operation. Horse trams were cheaper to ride than omnibuses, costing a farthing to fourpence to ride, depending on the distance traveled.

The bicycle began to rival the horse in the 1890s, at least for short distances. The modern bicycle was in full production by 1893, following the invention of the pneumatic tube in 1888. It was seen more often in the suburbs and countryside than the heart of London. The automobile did not debut in England until 1896, at an international show of horseless carriages held at the Crystal Palace in Sydenham, south of London. If automobiles are encountered at all by investigators in the 1890s, they are toys for the rich and well-connected, such as the Prince of Wales, who took quite a fancy to the new machines. Not till the next decade does the horseless carriage begin to replace horse- drawn vehicles.

London had a wonderful subway system, known as the *underground* even though long sections of it ran in deep-cut trenches open to the sky. With trains running every 3-10 minutes at a mere twopence for any distance along the circuit, including the entire route, the underground was the favorite means of travel for Londoners of limited means. The early Underground trains were conventional engines, which created an extremely unhealthy atmosphere in the tubes from smoke and soot. By 1890, the first electrical tube trains were running on the City and South London lines; not till the end of the century would the electric tube train fully replace the steam train in the Underground.

Three underground circuits shared major portions of the route. The Inner Circle would around the center of London to Aldgate on the east, King's Cross Station to the north, Paddington to the west, south to Victoria Station, then along the north bank of the Thames. The Middle Circle extended the route west to Kensington, and the Outer Circle west of Kensington and north, looping back to connect with Broad Street Station from the northeast. Two lines made up the Inner Circle, the Metropolitan Railway and the Metropolitan District Railway. Several suburban lines connected with these for the outer circles. The entire circuit could be traveled in about half an hour.



A number of railway stations and railways served London, all easily accessible by the underground or by cab or omnibus. Train routes and schedules were published monthly in *Bradshaw's Railway Guide* and other, less-thorough guides.

Media

The telegraph was the quickest, most reliable method of general communication. Great Britain had boasted more than 100,000 miles of telegraph wires in 1876, and considerably more was laid by the end of the century. Transatlantic telegraph cables were established by the 1870s and, by the 1890s even a telegram to Australia took less than three hours to process, transmit, and receive. Telegraph offices in London could be found every few blocks. A telegram cost sixpence for a minimum of 12 words sent to any location within a mile, sixpence more for the next three miles, and a penny for every mile after that (each word more than 12 cost an additional halfpenny). International telegrams cost more — fourpence per word from London to New York, for instance. London telegraph offices were open daily from 8am to 8pm, from 8am-10am on Sunday, and several (particularly at the railway stations) were open all night as well.

In 1888, the United Kingdom had 20,400 telephones in operation, most of them in London, where the first telephone exchange had opened nine years earlier. Phone calls cost twopence for each three minutes. But the quality of transmission was poor. Only the clearest lines were free of buzzing, clatter, and circuit noise and, until the advent of the Apostoloff automatic dialing system in 1892, all calls had to go through a very human operator at one of the phone exchanges. It was possible to telephone most of England and, via the cables, to the major Continental cities.

The postal service, expecially in London, was superb. London was divided into eight postal districts — Northwest (NW), North (N), East (E), West (W), West-Central (WC), East-Central (EC) Southwest (SW), and Southeast (SE). All the districts except the East-Central (which included the City), enjoyed 11 mail deliveries per day (East-Central had 12 deliveries daily) from 7:20am to 7:45pm. Most letters were delivered the same day they were mailed. Postage cost one penny for the first ounce, an additional halfpenny for the second ounce, and another halfpenny for each two ounces more. Thus a 4-ounce letter cost two pennies to mail. Overseas mail of up to a half-ounce cost two-and-a-half pennies.

The paid messenger was common in London. The Commissionaires, a group of retired soldiers, were known as particularly trustworthy. Commissionaires delivered messengers for three pennies a mile or six pennies per hour. For five shillings, the services of a Commissionaire could be hired for the day.

For most Londoners, the newspaper was the quickest way to learn what was occurring in the city and the world. By the 1890s, London was served by almost 500 newspapers, many headquartered on or near Fleet Street, which ran from the Strand east to the City. Among the Fleet Street offices were the *Daily News, Daily Telegraph, Morning Advertiser, Standard, Daily Chronicle, Punch, Citizen, Echo,* and others, along with a multitude of weeklies and periodicals. Both the *Times* and the *St. James Gazette,* among London's most prestigious papers, had offices near Fleet Street. In terms of editorial bias, some such as the *Echo* were liberal; others like the *Times* or the *Evening News* were quite conservative. And there were sensationalist papers such as the *Illustrated Police News* whose lurid covers were often adorned with artists' conceptions of grisly crimes — the *IPN* featured the mutilated body of Mary Kelly, the Ripper's last victim, the morning after the crime. Most papers cost a penny; some a halfpenny. The *Times* cost threepence.

And there were other forms of communication. Magazines such as *The Strand, Beeton's, Pearson's,* as well as the countless popular novels known as "shilling shockers" or "penny dreadfuls" (depending on their price) were very popular. The half-tone process of photo reproduction began to replace the artist's drawing for newspaper illustrations.

Cinematography was still not commercially practicable. Marconi gave the first important demonstration of wireless telegraphy in 1894, having brought his ideas to London for the backing he needed. By 1897, Royal Navy maneuvers included ships equipped with the wireless 'Marconi device.' ■

Crime

The criminal underworld in Victorian London was very complex and quite diverse. While most violent crime was restricted primarily to the East End — the labyrinths of Lower Class regions such of Whitechapel, Spitalfields, and Limehouse — even the stately residences and fashionable clubs of the upper-class areas of the West End too often felt the bite of the cracksman, the swindler and the broadsman (card sharp). It is little wonder that, by 1890, the ranks of the Metropolitan Police Force had swollen to more than 15,000.

Some Criminals

Faced with increasing pressure from the forces of law and order on one side, and the threat of poverty and near-starvation should they fail to ply their illegal trade on the other, it is little wonder that Victorian underworld developed a sort of community feeling among its ranks. While most criminals worked alone or with an accomplice or two, criminal gangs and mobs were not at all uncommon in the London of Sherlock Holmes (though there almost certainly was not, in fact, any single guiding mastermind behind Victorian crime, such as Conan Doyle envisioned in the form of the nefarious Professor James Moriarty, Napoleon of Crime).

That the Victorian criminal belonged to a class all his own, however, is shown in the distinctive criminal

Devil-Driven © Chris Marrinan 1988.

Underworld Slang

The Victorian underworld consisted of criminal elements and the poor. Aside from the poverty and squalor binding them together, the two groups shared a common language, a mixture of tinker's cant, Romany, Cockney rhyming slang, and other elements. Keepers presenting adventures in the East End or other laboring-class areas have an opportunity to present authentic underworld slang.

ALL GAY — used by lookouts to indicate that the coast is clear; e.g., no constables in sight.
ANGLER: a thief who uses a hook tied to a stick to steal from open windows.
ARAB: a street urchin. Also, "street arab."
ARGOT: the secret street talk and rhyming slang of the underworld.
BADGER: a riverside thief who throws his victims into the Thames after overpowering or killing and robbing them.
BARKER: a pistol or revolver.
BETTIES: lockpicks.
BIT FAKER: crafter of counterfeit coins.
BLOWER: informer.
BLUDGER: an especially violent criminal, particularly one who uses a bludgeon in his crimes.
BROADSMAN: a cardsharp; anyone who cheats at cards for profit.
CAB: a brothel.
CADDEE: an especially lowly underling or assistant to a thief.
CHIV: a knife. Used as a verb, it means "to slash."
CHOKEY: police custody or prison.
COP: arrest, capture, or ensnare.
COPPER: a penny or, by extension, a police constable (whose buttons resembled pennies).
CRACKSMAN: a burglar, especially a safecracker.
CRIB-CRACKER: a burglar; also known as a pannyman.
CROW: a lookout, especially for a cracksman. Female crows were known as canaries.
DARBIES: handcuffs. Also called John Darbies or ruffles.
DIPPER: a pickpocket.
DOLLYMOP: a streetwalking prostitute, usually an amateur or part-time streetwalker.
DRAGSMAN: a robber of vehicles or carriages.
DRY ROOM: a cell, or a prison as a whole.
DUFFER: a cheat, especially one selling fake jewelry. Also, a seller of stolen goods.
ESCLOP (pronounced "slop"): a policeman.
EYE: the place where a fence hides stolen goods.
THE FACTORY: Scotland Yard.
THE FAMILY: the Victorian criminal fraternity.
FITTER: a locksmith specializing in making burglar tools.
FLASH HOUSE: headquarters for a criminal gang. Here stolen goods were received and new recruits trained.
FLASH NOTES: crudely fashioned paper designed to resemble bank notes; counterfeit bank notes.
FLYING COVE: seller of false information about stolen goods.
GAGGER: con man specializing in hard-luck stories.
GIFT: stolen property sold cheaply.
HEMPEN FEVER: hanged (till dead). Also known as "kicking the clouds" or "leaping at a daisy."
HUSTLING: robbing in pairs, one man holding the victim while the other robs him.
JACK: a detective; also, a peach.
JEMMY: a crowbar helpful in breaking and entering; a cracksman's tool.
JUG: prison.
KATE: a skeleton key.
KIDSMAN: a recruiter of gangs of child thieves (Fagan was an example).
LADYBIRD: a prostitute.
LEAVING SHOP: pawnbroking without a license.
LIFE-PRESERVER: a short, weighted club; a cosh.
LURKER: a beggar, often legitimate but sometimes a criminal who dresses as a beggar to act as a spy or lookout for other criminals.
MACER: a cheat.
MAGSMAN: a cheat or trickster operating in the street.
MOBSMAN: a swindler or pickpocket operating with a mob.
MILTONIAN: a policeman.
MUD LARK: a scavenger along the Thames.
MUG-HUNTER: a street robber.
MUTCHER: a thief who robs drunks.
NEDDY: a life-preserver.
NIBBED: arrested.
NOBBLER: a criminal specializing in inflicting bodily harm.
OLD BIRD: an experienced thief.
ON THE GAME: thieving.
OUT OF TWIG: in disguise; undercover.
PALMER: shoplifter.
PETER: a safe.
PIPE: a private detective. A reference to Sherlock Holmes?
PUNISHER: a superior nobbler.
RAMPSMAN: a mugger; a ramp is any violent robbery.
READERS: marked cards.
ROOK: a burglar's jemmy.
SCURF: leader of a gang.
SKINNER: a thief specializing in robbing children and taking their clothes.
SMASHER: a passer of counterfeit money.
SMUG: steal.
SNIDE PITCHING: passing counterfeit money.
SNOOZER: hotel thief, especially one who strikes while guests sleep.
SPIKE: a workhouse.
SPRING THE RATTLE: call the police or otherwise raise an alarm.
STAND THE RACKET: take the rap for a fellow thief.
STEPHEN: money.
TIDDLYWINKER: a cheat.
TIMBER MERCHANT: a match-seller on the street.
TOFF: a well-to-do gentleman, especially one slumming in the East End.
TOFFER: a superior prostitute; one mainly serving toffs.
TOOLER: a superior pickpocket.
TOM SAWYER: rhyming slang for a lawyer.
TOMBSTONE: a pawn ticket.
TWIRLS: skeleton keys.
UNDER AND OVER: a swindle.
VAMPSMAN: a robber; a vamp is a robbery.
VIRTUE REWARDED: taken away in a police van (emblazoned with the initials V.R.)
WHITECHAPEL BROUGHAM: a costermonger's cart. ■

slang used especially among those whose territory centered around the East End. Developed from several sources — Cockney slang, Tinker's Cant, Romany, Costermonger's Slang, and others — it was used by criminals as a sort of underworld shorthand to confuse the *crushers* (police) and to identify each other, especially when conducting crimes outside their regular territories. Thus a mugger was a *rampsman;* someone who passed counterfeit money was a *smasher;* a *hunter* was a common street robber; a cheat was known as a *macer;* someone who sold stolen goods was called a *duffer;* a *palmer* was a shoplifter; and the hated informer was a *blower. Nobblers* and *punishers* were those among the underworld who were called upon to inflict bodily harm, often as severe beatings, to transgressors — especially blowers. The most violent were called *bludgers,* from their tendency to use bludgeons in their work. The police were known by many names among the criminal class — *esclops* (or *slops*), *crushers, rozzers, pigs,* and *peelers* among them. Investigators who are not from the criminal classes themselves may find it necessary to make Idea or Know rolls in order to understand bits of information obtained from East End streets.

Another phenomenon characterizing the Victorian underworld was the *flash-house.* This establishment was the headquarters for a criminal gang, as well as a place to receive stolen goods. Additionally, flash-houses were often used as schools in which new generations of criminals — often the very young — learned the tricks of the trade. Flash-houses were often protected by *lurkers,* lookouts disguised as beggars or innocent-looking street urchins who could warn the mob using a particular house when the peelers were getting too near. Though not as prominent in the 1890s as in earlier Victorian times, the flash-house further exemplified the family-like characteristics of the Victorian underworld.

Among the most common of criminal types in London's underworld were the *cracksmen,* or burglars, and the pickpockets, also known as *mutchers, drunken-rollers, dippers, mobsmen* (if they worked with a mob) or, if especially adept at their trade, *toolers.* Pickpockets came in all shapes, sizes, and ages in Victorian London, from young street arabs to grizzled old "retirees." Often they disguised themselves as beggars, taking just a bit more from their victims than the generous souls intended. The unsuspecting Londoner who found himself having to hold up the swaying drunkard who fell against him in the street might soon find he'd been relieved of his watch, wallet, and other valuables while doing his Christian duty to help the poor unfortunate soul. Even the most experienced investigators navigating the streets of London will find it necessary to be on constant alert against the ubiquitous pickpockets (or, in the case of female investigators, the cutpurses) of the capital.

The cracksman, thanks largely to E.W. Hornung's *Raffles, The Amateur Cracksman,* perhaps epitomizes the Victorian London criminal class in popular thinking. Armed with the tools of his trade — the jemmy (a small crowbar used to wrench open doors and windows), the cutter (a tool to cut holes in woodwork), a dozen betties (picklocks), a jack for removing iron bars, a dark-lantern, a life-preserver (a sap or blackjack), a knife to cut glass, and sometimes a rope (to be used as a rope ladder), the competent cracksman could work his way into just about any dwelling or structure any less fortified or guarded than the jewel room of the Tower of London. Normally the cracksman worked alone, though he might employ a lookout, known as a *crow* (or a *canary* if a woman). He kept his tools wrapped up with list (strips of cloth) for easy disposal if it looked like he might be picked up by the peelers. Many cracksmen carried a special type of life-preserver consisting of a small lead or steel ball attached to a short length of gut that fastened to the wrist — a practice that kept a weapon handy while freeing his hands to scale walls, pick locks, and crack safes, as his dangerous but often lucrative trade required of him.

Occasionally, the cracksman would entrust his crow or canary to carry his tools to the scene of the crime and away again, along with his ill-gotten gains, to avoid certain arrest should he be apprehended by the police. Here, again, the community feeling and honor among thieves felt by the Victorian underground became even more important.

Cracksmen who specialized in safe-cracking were called *screwsmen.* A screwsman usually carried a special instrument known as a Jack-in-the-box, which was designed to pry open all but the strongest safe doors. By the end of the century, many were also quite knowledgeable in the use of explosives to further their trade.

The most common victimless crime in Victorian London was prostitution. At mid-century, writers estimated that there were some 6,000 brothels and 80,000 prostitutes in London. Though some social reforms had occurred by the 1890s, the situation in the East End was little improved. There a glass of gin and a few pence could buy one of the area's poorer streetwalkers for the night, especially if it included a bed for the entire night. Those girls who operated out of a brothel under the relatively benign guidance of a madam, even in the poor sections of Whitechapel, were far better off than the often-wretched street girls called, variously, *buors, troopers, ladybirds* or, if they were amateurs or only part-time streetwalkers, *dollymops.* Those who were especially good at their trade, and thus more capable of attracting toffs, or higher-class customers, were known as *toffers.* It was hardly rare to see the "square-rigged swells" (high-class dandies) roaming the streets of Whitechapel of an evening, looking for a clandestine rendezvous with one of these ladies of the night.

But while the lot of the common streetwalker was hardly enviable, that of her more fortunate sister, able to attract the continuing patronage and protection — sometimes even marriage — of an aristocrat or wealthy peer, was often far more like a Cinderella story come true. These 'higher-class' prostitutes, popularly known

under the Victorian euphemism of 'adventuress,' were actually thought of as popular heroines by the otherwise straight-laced scions of society, as well as by Middle Class women who might wish to be so fortunate themselves. Those bold, intelligent, and talented women often could be seen in the more fashionable sections of the city, dressed in the newest styles from the Continent and on their way with their wealthy patrons to the opera or a society affair, or riding purebred steeds given them as tokens of their aristocratic paramours' affections. Irene Adler, of the Sherlock Holmes story "A Scandal In Bohemia," was definitely of this kind.

As far removed from the adventuresses of the West End as were the troopers and toffers of the East End, all were symptomatic of the social ills which gave rise to London's criminal classes.

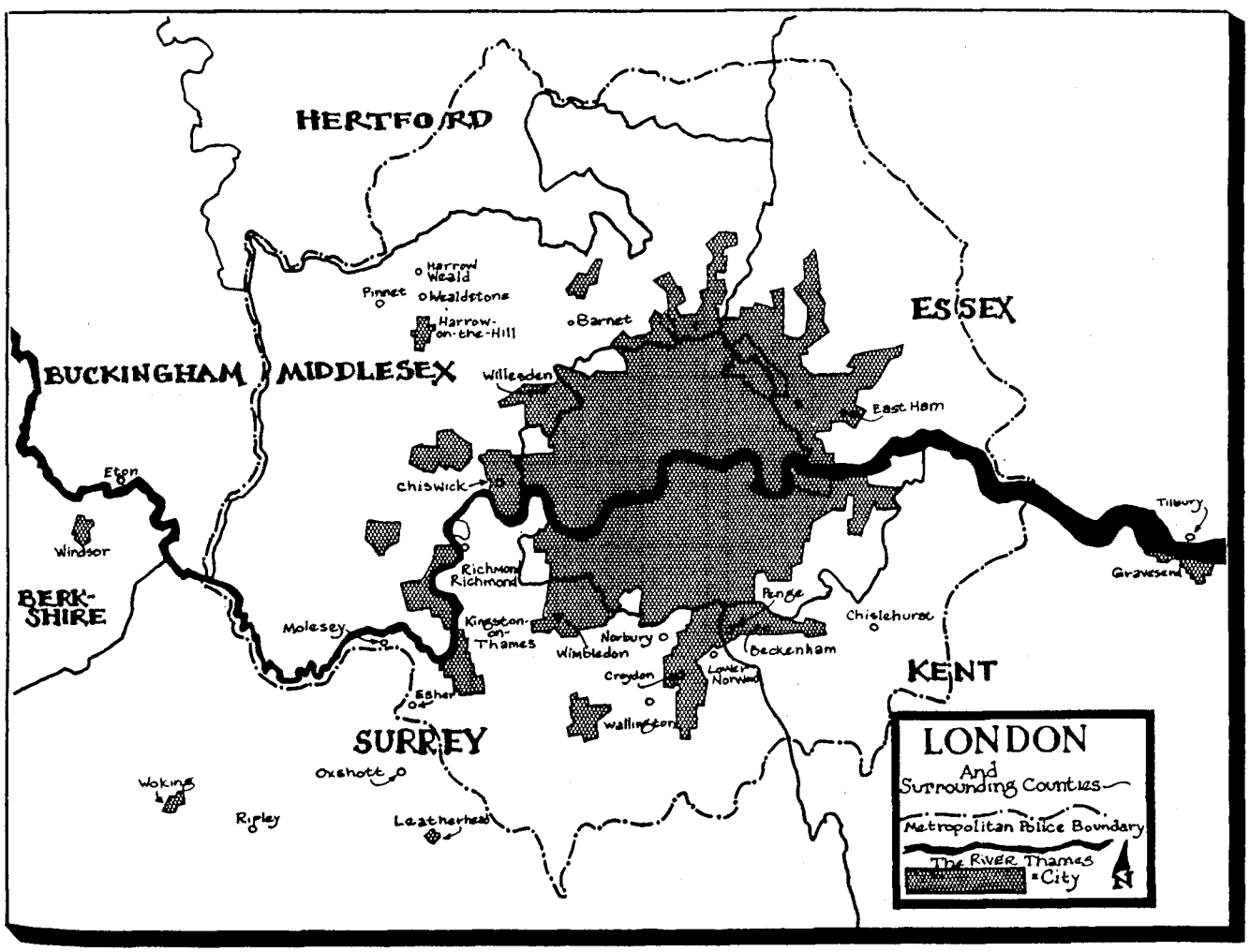
Other criminals were intriguingly specialized. *Snoozers* stole the luggage and belongings of hotel guests while the latter slept. *Skinners*, women who lived by luring children into alleys and stripping them of and then selling their clothing, left their young victims naked and frightened out of their wits.

One modern crime — drug possession, use, or sale — was no crime at all then. Cocaine could be openly purchased at the local chemist, and opium dens could be found throughout the East End of the metropolis. Sherlock Holmes, that great champion of the law, used a 7% solution of cocaine occasionally to relieve his boredom when not on a case.

Investigators operating in London, especially in the East End, should guard at all times to avoid the wily tooler, a desperate mugsman, or a vicious nobbler. If engaging the services of a ladybird in the course of an investigation, beware lest she have a rampsman accomplice waiting in that dark alley. Even long-time residents, unless members of the criminal class themselves, may find themselves becoming victims of the Victorian criminal family if not cautious — or if too deeply involved in an occult struggle to pay attention to the baser elements around them. Then they may need the services of the local representative of Victorian law, usually the nearest bobby of Scotland Yard's Metropolitan Police Force.

The Law

To American imaginations, Scotland Yard was the law in Victorian England. Actually, Scotland Yard's authority was limited to London and the surrounding



countryside, and not even all of London at that. The City had an independent police force, the City Police. However, Scotland Yard's MPF and the City Police customarily cooperated on matters of mutual concern, and the rural constabularies often requested inspectors from the Yard's Criminal Investigation Department (CID) as consultants on particularly tough or bizarre cases.

Additionally, Scotland Yard inspectors were allowed by law to hire out their services as private investigators on their own time, so long as it did not interfere with their official duties. Without asking, one could not presume whether a CID man was on the case officially or unofficially.

Founded in 1829 under the guidance of Sir Robert Peel, Scotland Yard's Metropolitan Police Force was not a municipal organization at all, but was administered by the government at Whitehall under the Home Office. It was the only police force in England not under direct control of the municipality in which it operated, but was the responsibility of the Home Secretary (and, ultimately, Parliament) through the Commissioner of Police, who was appointed by the Home Secretary. Commissioner of the Metropolitan Police in the 1890s was the respected Sir Edward Bradford, who replaced the controversial James Munroe at the beginning of the decade. In addition to the constables of the MPF (still called 'bobbies' or 'peelers' in acknowledgement of their founder), there was the Criminal Investigation Department, organized in 1878 from the renamed Detective Department originally created in 1842. The plainclothes inspectors of the CID are what most North Americans envision when they think of Scotland Yard. There was also the Special Branch, established in 1886 to combat the Irish nationalists, particularly the Dynamiters, who had struck Scotland Yard itself in 1884, nearly demolishing the offices of the CID.

Scotland Yard also included the Public Carriage Office, which licensed all cabs and drivers in London; the Scotland Yard Museum of Criminal Relics, popularly known as the Black Museum, where evidences and artifacts of famous crimes were kept on view; a central records office; a laboratory; and administrative offices. There was also the Thames Division, or River Police, who patrolled the Thames in fast steam launches. Contrary to popular belief, the Yard itself was not a police station. Criminals taken to the Yard for booking and detention actually were held at Cannon Street police station, next door.

The Metropolitan Police District itself included 22 administrative districts, including the Thames Division, and covered some 700 square miles that encompassed all of London (except the City) and Middlesex county, plus parts of Essex, Hertford, Kent, and Sussex. And almost in the center, between Whitehall and the Embankment along the Thames, just north of Parliament, sat New Scotland Yard itself.

It wasn't until 1891 that the MPF was fully settled in its home at New Scotland Yard. Prior to that, the force had occupied a building to the north across from the Admiralty, called Great Scotland Yard, from the days when the kings of Scotland stayed there when in London. It was this building that had been bombed in 1884. While its new quarters were far more fitting for the functions of the Yard, the move resulted in a great deal of confusion due to misplaced files during the first months and years of the new building's occupancy.

The MPF persevered, especially in the form of the familiar bobby patrolling his beat — easily recognized by his blue uniform and high-hat, on his belt his nightstick, or billyclub; a dark-lantern (also known as a bulls-eye lantern), so-called because of its focusing lens and shade that could cut off the light without extinguishing the lamp; his police whistle or (in the days before that) a rattle to summon fellow constables. The bobbies, or police constables (PCs, as they were officially designated), were generally forthright and honest, working long hours and thankless duties for very little salary (less than 24s. a week maximum). And except for occasional shillings for looking the other way in the case of minor discretions, their rewards were often in the form of assaults upon their persons by the very citizens they were sworn to protect. The fact that the ordinary PC on the beat was not allowed to carry firearms only served to encourage the criminal elements that made the MPF's job so hard.

Fortunately, while the criminals were often well-armed, usually the force had to face no more than knives and life-preservers (blackjacks or saps), bad enough as these were. Though they were not hard to obtain, possession of firearms was a serious offense for those not on the side of the law. Those using firearms in the commission of a felony could probably forget any hope of leniency when their cases came to court — not that this deterred the hard-core criminal, who often had little to lose. CID inspectors were allowed to carry handguns when on the job, and this often proved necessary.

Procedures

Criminology was not greatly developed even in the 1890s. The CID could not run a set of fingerprints through the lab to find the identity of their man, for instance. Fingerprints were a curiosity yet, considered to have little practical application in police work. The men of the Yard had to run down suspects through exhaustive questioning, dogged determination, and miles of footwork. Brilliance might not have been the mark of the CID inspectors, but they were systematic and very thorough. Investigators who choose to flout the law in their pursuit of Mythos minions will not long elude the men of the Yard, unless they spend the rest of their days on the run or have assistance from the higher reaches of government for a cover-up.

Once the Yard arrested its suspect, the offender went before the courts. If the offense was minor, not requiring a trial by jury, or the charges against the defendant were preferred by the police themselves, the trial was usually held in one of the police courts located around the city. If a trial by jury was required, as in the case of a major offense, the matter was

referred to the Assizes, where periodical court sessions were held by superior court judges who took the verdicts (or assizes) of the jury. Assizes were held in each of the counties of England and Wales. Courts of limited criminal and civil jurisdiction, called Quarter Sessions, were held quarterly in rural areas and presided over by justices of the peace. The most serious of crimes — treason, murder, etc. — were tried at the Central Criminal Courts in Old Bailey, north of St. Paul's Cathedral. Popularly known themselves as "Old Bailey," the Criminal Courts were located in a building just south of and under the same roof as the old Newgate Prison. Those awaiting trial in the Courts were held at Newgate, even though it hadn't been in service as an actual prison for years.

Characters finding themselves facing trial on criminal charges will need the services of a barrister, a member of England's highest class of lawyers, who enjoyed the exclusive privilege of pleading cases in open court. Should one be faced with a legal problem of a non-criminal nature, it will be necessary first to secure the services of a solicitor. Solicitors handled all routine legal business in the Empire (the signing of contracts, wills, etc.) and, except in direct criminal cases, a solicitor was needed to engage the services of a barrister, and actually prepared the case for the latter to argue in court.

Fictional Detectives

While Sherlock Holmes is the best known of Victorian detectives, he was not by any means the only one, though he was the first consulting detective — one to whom both the official police and other private detectives, as well as ordinary citizens, could turn to for advice and assistance. There were other private detectives of renown in 1890s London. One was Martin Hewitt, whose career began in the 1890s. Another was Loveday Brooke, lady detective. The Pinkertons, too, were represented in England as well as in the U.S., both in reality (only one office, though) and in fiction, and then there were the newcomers — such as Clyde Beatty and his many-talented assistant Dotterell, whose case with the Woking Necropolis has been recorded for posterity by Basil Copper. These young detectives, striving for recognition in the shadow of Holmes, were to be followed by others such as Dr. John Thorndyke, the first of the truly scientific detectives, and Solar Pons, who so admired Holmes that he modeled his entire sleuthing career after the great detective. Even when the official police were unable to offer assistance — or probably even belief, should an investigator be besieged by minions of Cthulhu — one of these private servants of law and order might be enough open-minded to lend valuable aid, if the price was right. ■

Miscellaneous

This section gathers together bits of useful and interesting information with which keepers can add flavor to 1890s play.

Clothing

Thanks to television and film, keepers and players are casually familiar with late Victorian clothing styles. Nearby illustrations show representative Middle Class and Lower Class garb for men and women.

Clothing was stiff and confining. Collars were high; men's starched and women's boned (held rigid with a piece of metal or bone) to keep them standing. The fashionable silhouette of the decade decreed that one's posture must be stiffly erect to reflect the values of Victorian formal society. Hats and gloves were worn by both sexes out-of-doors, a custom observed by all but those who could not afford such items. For Victorians, to look good was vital; to be comfortable while looking good was unthinkable.

The modern zipper was many decades from widespread use, though it was invented in this period. Clothing fastened with laces or buttons. Shoes also were fastened with buttons; the buttonhook was a common personal item.

The Mackintosh (still in use today) was the Victorian equivalent to the modern raincoat. A cloth coat treated with India rubber to make it waterproof, the Mackintosh often had a short cape, making it resemble the garment associated with Sherlock Holmes. The MacFarlane, an overcoat with a longer attached cape, was similar in appearance. The ulster was a long, loose overcoat, usually of heavy wool. The actual Inverness cape was a long-caped overcoat, usually of wool or worsted, in a plaid pattern, and often was sleeveless as well.

The most common men's hats were the bowler or billycock (derby), and the top hat. Either was proper for evenings out among the higher classes. Soft cloth hats were popular for all classes for casual wear. The cloth deerstalker, or fore-and-aft, was normally worn only in the country, not the streets of London, despite later films to the contrary. Straw hats ("boaters") were often worn for boat trips down the Thames or on lakes such as Hyde Park's Serpentine.

Men's clothing usually was somber: dark frock coats such as the Prince Albert, black string or Windsor ties, and white shirts. Tweeds often were worn for hunting. In look, an expensive man's suit of today resembles one from the 1890s, though modern suits have considerably more ease (room to move).

Women's clothing was far more colorful, but conservative by late 20th century standards — long sleeves, high necks, and floor-length, bell-shaped skirts with many petticoats underneath. High-necked blouses had leg-o-mutton (widest at the shoulder, narrowest at the forearm) sleeves. The bustle was now rare. Little skin was allowed to show.

The 1890s were the last heyday of the corset, and women laced themselves into their stays tightly. Some women even had ribs removed in order to achieve smaller waist measurements, and occasionally a woman would die when a rib snapped by an overtight corset punctured a lung. At the time, the medical community

was involved in a hot debate over the hazards of corsetry. It is certain that a corseted lady did not have any ease of movement or the wind to run very far. Any woman with pretensions of fashion or of gentility wore a corset, and the more leisured her life, the tighter the stays.

The Cost Of Living

The following table roughly calculates the amount necessary to survive and the amount of money which the average representative of the Lower, Middle, and Upper classes, respectively, could bring to bear. No person from the wealthier classes would have dreamed of actually existing on the amount suggested by the 'Survival' column. Amounts are pounds per annum.

Living Costs In Pounds Sterling

Year	Survival	Lower Class	Middle Class	Upper Class
1890	80	95	165	1,300
1892	80	100	160	1,300
1894	85	100	160	1,250
1896	85	100	165	1,200
1898	90	105	170	1,000
1900	95	110	180	1,000

The British Government

As today, the British government was a constitutional monarchy with a so-called "unwritten" constitution, consisting of a body of statutes, customs, and judicial precedents that could be changed at any time by an act of Parliament. Theoretically the Queen was the head of state, though actual executive power lay with the Cabinet, a committee of ministers of which the Prime Minister was chief. Queen Victoria, however, was greatly respected by her people, including most of those who served in the British government, so her advice and suggestions often were heeded to an extent unheard-of today. For example, when a new building blocked off her view from the palace, her anger resulted in the passage of an act restricting the height of future constructions in London to three stories, an act remaining on the books into the 20th century.

The Prime Minister (P.M.) was the head of the executive branch of government and was always the leader of the majority party in Parliament. At the beginning of the 1890s, the Prime Minister was the Marquis of Salisbury, leader of the Conservatives, who had been P.M. since 1886. Salisbury's party was defeated in August of 1892 and the Liberal party leader, William E. Gladstone, became Prime Minister, a post he had held prior to Salisbury (and earlier as well, alternating with Benjamin Disraeli of the Conservatives). In February 1894, Gladstone resigned and the Earl of Rosenberry took over the Liberal government until its defeat in June of 1895 returned Salisbury and the Conservatives to power through the end of the Victorian age. The Conservative ministries of Salisbury during this period were primarily concerned with Britain's position in world politics and with imperial matters. Gladstone's Liberal government was more interested in social reforms, progressive legislation, ethical considerations, and — the issue which split the Liberals and brought them to defeat in 1895 — Home Rule for Ireland.

The Cabinet directed the departments of government and initiated legislation in Parliament. Among the Cabinet positions, all appointed by the P.M., were the First Lord of the Treasury (Gladstone doubled in this position during his ministry), the Lord Chancellor (the highest judicial officer of the British courts, law advisor of the ministry, keeper of the great seal, and presiding officer of the House of Lords), the Home Secretary, the Foreign Secretary (Salisbury doubled in this capacity during parts of his ministries), the Colonial Secretary, the Secretary for War, the Secretary for India, the Chancellor of the Exchequer (the minister of finance), the First Lord of the Admiralty, the Post-Master General and various other chancellors, secretaries, lords-lieutenant, presidents of boards, and so on.

Parliament held legislative power; its members passed the actual laws of the realm (with the assent of the Queen, who usually was guided in her decisions by her Cabinet, and especially the Prime Minister). Parliament was of two houses. The upper house, or the House of Lords, was composed of "Lords spiritual and temporal" (the bishops of the Church of England, and hereditary and life peers of the realm). The lower house, the House of Commons, was made up of elected representatives of the nation's parliamentary districts. Members of the House of Lords were appointed by the Crown. From 1911, the power of the House of Lords has been limited to a quasi-advisory function, but in the 1890s both Houses were equal in power. It was the House of Lords that continually blocked Irish Home Rule whenever it came to them for a vote.

Parliament met at Westminster during what was called 'the London season,' which consisted of the months of May, June, and July, and ended its sessions usually in late August, at which time it was said that Parliament had 'risen.'

Royalty And Titles

Monarchies are necessarily concerned with royalty and titles, precedents and privileges. Queen Victoria was the longest reigning British monarch in the history of the Empire, and probably the most beloved by her subjects. She reigned from 1837 to 1901; at her death, few remembered a time when she was not Queen. Her son Edward, the Prince of Wales, succeeded her and ruled till his own death in 1910. The Prince was rather wild by nature, in contrast to his mother's somber demeanor, and stories of his exploits at the gaming tables and with numerous women (and men, it was rumored) kept the lower classes in gossip. But commoners also felt much closer to the Prince than they might have otherwise — this aristocrat, a member of the royal family, had weaknesses and foibles; he was a people's Prince and, after his coronation, a people's King. After Victoria's husband, Prince Albert, died in

1861, Victoria made few public appearances, leaving those to the Prince of Wales. His high visibility only increased his popularity.

To some, however, the Prince's activities made him less desirable as a future monarch, and some looked to the Prince's son, Albert Victor, Duke of Clarence, as a more suitable king. Clarence, or Eddy as his intimates called him, was not a better candidate to rule the Empire than the Prince — the Duke's sexual liasons were far more unorthodox than the Prince's, and Eddy was involved in several scandals. Some have theorized that the Duke was much associated with the Ripper murders of 1888, either being the cause of them or perhaps even being the Ripper himself! A frail, often sickly individual, Eddy died in 1892. Unfounded rumors circulated among anti-monarchists that he'd been put in an asylum to avoid embarrassment to the Crown, suffering from increasing insanity provoked by syphilis.

In addition to the royal family, many other titled individuals existed, ranging from members of the peerage to non-hereditary knights whose titles were conferred by a grateful monarch in return for great service or great personal merit.

The peerage consisted of those who held title to one of the five degrees of hereditary nobility: duke, marquis, earl, viscount, or baron.

Duke was the highest rank in the Empire. A duke was properly addressed as 'Your Grace,' and referred to as 'the Duke of [place name].' A member of the royal family who was a duke (such as the Duke of Clarence) was known as a Royal Duke. The wife of a duke is a duchess.

A marquis, in British usage also known as a marquess, was the second-highest hereditary rank. A marquis could informally be called 'Lord,' as could both an earl and a viscount. The wife of a marquis was a marchioness, and referred to as 'Lady.' 'My Lord' (or 'My Lady') or 'Your Lordship' were the proper ways to address these nobles.

An earl was the British equivalent to a count, and the wife of an earl was a countess. They were addressed similarly to the marquis and marchioness.

A viscount was referred to and addressed similarly to the marquis and earl. His wife was a viscountess, or lady.

Baron was the lowest rank of hereditary nobility in the peerage. A baron was properly referred to as 'Lord,' and his wife (the baroness) as 'Lady.'

If a peer held more than one title, he was usually known by the superior rank, with an inferior title being honorarily granted to his eldest son. The younger sons of dukes and marquis were given the courtesy title Lord, and the younger sons of earls and all children of viscounts and barons were granted the courtesy title 'Honorable' before their names.

Below the peerage and above the knight in rank was the baronets, whose title was also hereditary. As a courtesy only, the wife of a baronet was known as 'Lady.' Though officially commoners and not true nobility, baronets nevertheless constituted an important part of the English aristocracy. A baronetcy could be conferred upon an individual found worthy by the Crown, and baronets were addressed similarly to knights, with 'Sir' preceding their names and 'Baronet' — often abbreviated as 'Bart.' — following it.

Knighthood was conferred on worthy individuals, and the title lasted only for the life of the knight; it could not be passed on to his heir. Normally the Queen's List, announced annually, named those individuals upon whom knighthood was conferred. The title 'Sir' was prefixed to the name of knights. There were different orders of knighthood, such as the Knights of the Garter (K.G.), the highest order of knighthood in the Empire, and the Knights of the Bath, or Companions of the Bath (C.B.), the lowest order. The initials of these orders usually were affixed at the end of the knight's name. The wife of a knight sometimes was referred to as 'Lady' out of courtesy.

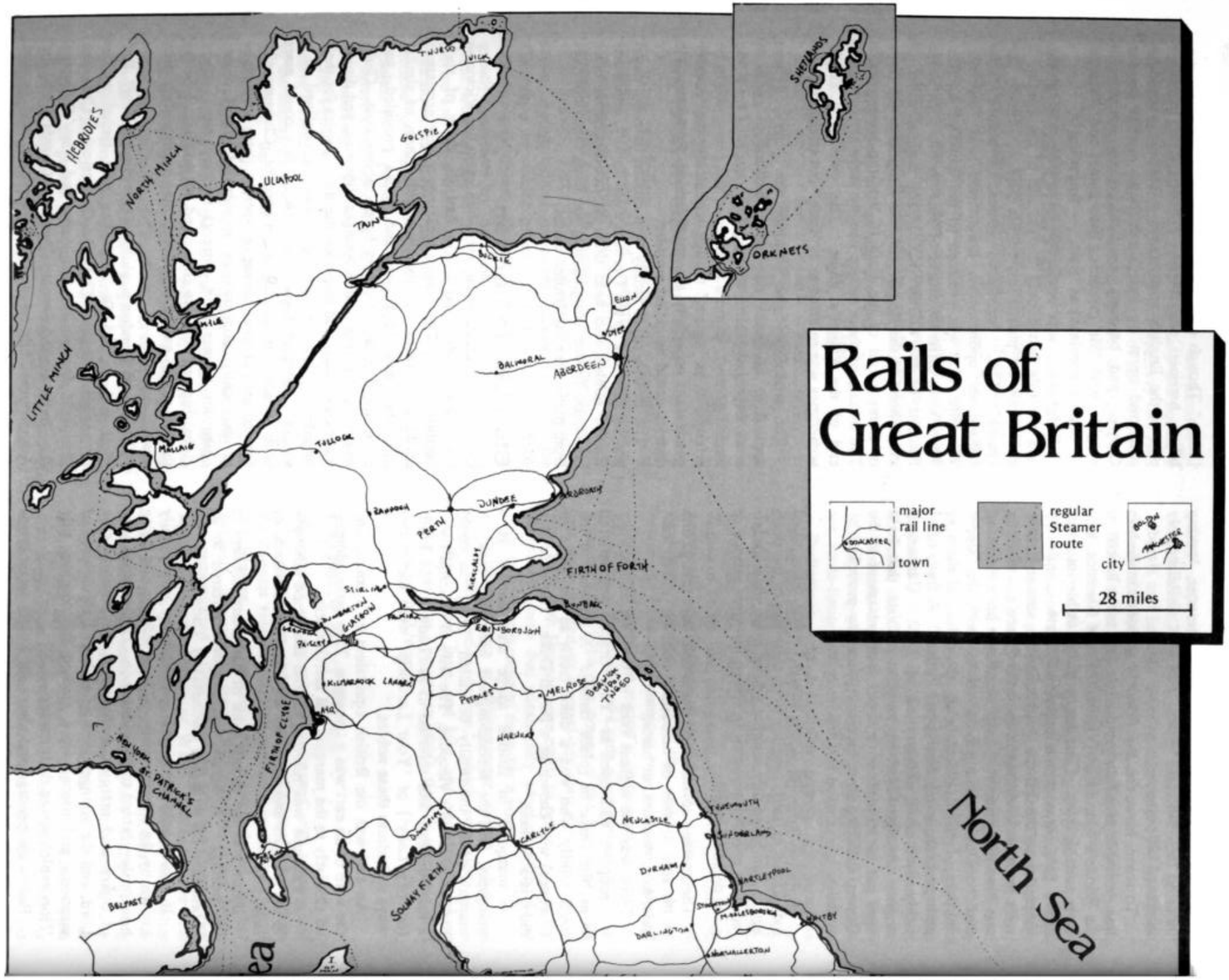
The aristocracy also included the gentry, a term applied to all those non-nobles entitled to coats of arms, especially those owning large tracts of land (the landed gentry). Often a member of the gentry might be referred to as 'squire,' though technically any country gentleman, especially the chief landed proprietor in a district, could be called a squire.

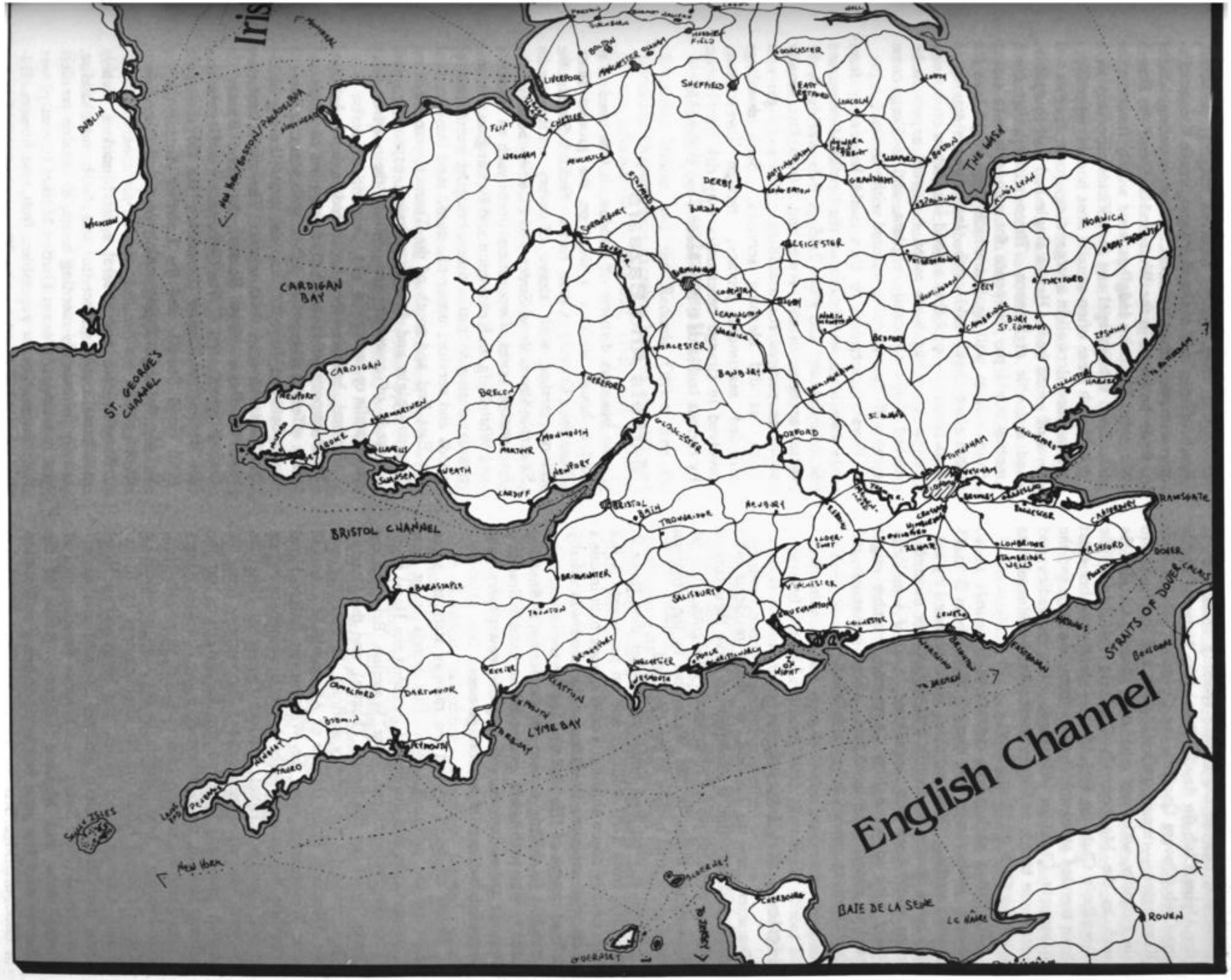
The British royal family was related both by blood and by marriage to the German royal family, and many British nobles also held titles of nobility from other countries, further complicating the lives of commoners from places like the United States.

Club Life In London

Gentlemen's clubs were very important in Victorian life, and London especially had its share of such establishments. These were buildings where gentlemen could go to relax and socialize with others of similar interests, read the papers and books provided, and enjoy good meals at prices barely above cost. Clubs usually had sitting rooms, lounges, libraries, and dining rooms and bars, and provided the daily papers for their members. Non-members were usually confined to a visitor's room of some kind, where they could meet with members at the club when need be. Clubs usually formed around some theme or interest: there were clubs of politically conservative members; liberal clubs; clubs for former (and current) military men; sports clubs; literary and arts clubs; and even ladies clubs for the fair sex to gather when their men were at their own clubs.

Many of London's clubs were clustered off Pall Mall and around St. James square, including the conservative Carlton Club, the Conservative Club, the liberal St. James Club, the Army and Navy Club, the East India United Service Club, the Guards Club, the Athenaeum Club (club of the *literati*), and several others including the Diogenes Club (a club for 'unclubbable' men: no speaking at all was allowed inside,


Rails of Great Britain
major rail line
town
regular Steamer route
city
28 miles
HEBRIDES
NORTH MINCH
LITTLE MINCH
ULLAPOOL
THURSO
WICK
GOLSPIE
TAIN
SHETLANDS
ORKNEYS
BANFF
ELGIN
MONTROSE
BALMORAL
ABERDEEN
TYNDRUM
TALLOCH
PERTH
DUNDEE
FORFAR
FIRTH OF FORTH
STIRLING
GLASGOW
PAISLEY
GREENOCK
KILMARNOCK
PEEBLES
MELROSE
BERWICK-UPON-TWEED
FIRTH OF CLYDE
NEW YORK
ST PATRICK'S CHANNEL
BELFAST
SOLWAY FIRTH
CARLISLE
DUMFRIES
NEWCASTLE
DURHAM
DARLINGTON
NORTH SEA


English Channel
BRISTOL CHANNEL
CARDIGAN BAY
ST. GEORGE'S CHANNEL
LYME BAY
STRAITS OF DOVER
BAIE DE LA SEINE
DUBLIN
LIVERPOOL
MANCHESTER
SHEFFIELD
LINCOLN
NORWICH
DERBY
LEICESTER
CARDIGAN
HEREFORD
GLOUCESTER
OXFORD
BRISTOL
BATH
SALISBURY
EXETER
TAUNTON
BARNSTAPLE
PLYMOUTH
TRURO
PENZANCE
CAMBRIDGE
ISLE OF WIGHT
CHERBOURG
LE HAVRE
ROUEN
BOULOGNE
CALAIS
DOVER
RAMSGATE
GUERNSEY
JERSEY

except in the Stranger's Room for visitors). Other prominent London clubs were sporting clubs such as the Alpine Club (in Saville Row), the National Sporting Club (Covent Garden), the Queen's Club (in West Kensington — tennis, rackets, etc.), and the Turf Club (in Picadilly, whist and other card games); social clubs such as the Marlborough Club (in Pall Mall), the Traveller's Club (in Pall Mall — each member must have traveled at least 500 miles from London), and the Albemarle Club (in Albemarle St., for ladies and gentlemen both); and even professional clubs such as the Press Club (in Fleet Street).

To join a club might cost from 5 pounds to 40 pounds, with yearly fees ranging from about 3 to 15 pounds sterling. New members were admitted by ballot, but a certain number of 'black balls' or dissenting votes could keep out a candidate, even if a majority might wish to admit him. A current member might need to sponsor the candidate, whose reputation and qualifications needed to be established.

Hotels And Lodging

Characters new to London, or those residents who might suddenly find it expedient to leave their current address will find plenty of temporary lodging, from the high-priced hotels of the West End to the common lodgings or doss houses of the East End.

Prices at West End hotels ran higher than those in the City, from 8-20 shillings and up per night. A hot bath usually cost a shilling; a cold sponge bath in one's room was sixpence. Breakfast at the hotel was usually a fixed charge of 1/6, plus tips for the waiter and boot-attendant (a shilling or two for the former). Smoking usually was prohibited, except in the hotel's Smoking Room; an assortment of English newspapers was provided, but usually not foreign ones.

Hotels clustered around the railway stations, some right on the premises. West End hotels in or near Charing Cross and the Strand included the Hotel Cecil (Victoria Embankment, near Waterloo Bridge), the Savoy Hotel (by the Savoy Theatre), and the Charing Cross Hotel (at the railway station). In Picadilly was the Albemarle Hotel (corner of Albemarle St.). In and near Westminster were the Westminster Palace Hotel (opposite Westminster Abbey), the Buckingham Palace Hotel, Claridge's Hotel, and the Grosvenor Hotel (in Victoria Station). Hotels around Bloomsbury (near the British Museum) included the Euston Hotel (at the railway station), the Northern Railway Hotel (at King's Cross Station), and the Inns of Court Hotel (Holborn, near Lincoln's Inn). Hotels in the City included De Keyser's Royal Hotel (on the Embankment by Blackfriars), Cannon Street Hotel, the Metropolitan Hotel (near the Great Eastern Railway Station) and Anderton's Hotel (Fleet Street — a favorite meeting spot of dining clubs and Masonic lodges). South of the Thames were few good hotels, none being at Waterloo or London Bridge Station, though the York Hotel was near Waterloo Station.

Boarding houses were less expensive. For 30-40 shillings a week, guests received lodging, breakfast, lunch, dinner, and tea, and a sitting room for socializing with the other boarders. Good boarding houses were to be found in the West End and near the British Museum. Common lodgings were widely found in the East End. Whitechapel and Spitalfields especially were dotted with these often-squalid doss houses, where men and women slept all in a large, dingy room of rows and rows of soiled beds. Here a single bed cost fourpence, and a double eightpence. Those without that much money could pay twopence for a rope lean-to strung from wall to wall against which they could lean for what sleep they could catch. Investigators staying in doss houses — probably a good idea when on the run, as few questions were asked — could expect to be robbed if not constantly vigilant, and to likely come away with their clothing infested with vermin.

Private apartments or flats could be rented, from 10-20 shillings weekly around the British Museum and St. Marylebone, and from 2-15 pounds weekly in the better sections of the West End. Breakfast usually could be secured for a shilling. Fire and light cost extra, as did cleaning services. Such dwellings afforded maximum privacy, though investigators involved in strange ceremonies may risk intervention by furious landlords if they become too noticeable.

Markets And Bazaars

In the business districts of London, it was unusual to find a house without a shop on the ground floor. Picadilly, Charing Cross Road, Oxford Street, the Strand teemed with stores of every variety, with Regent's Street, Bond Street, and Picadilly boasting the fashionable stores. Department stores such as Harrod's and Whiteley's, in Kensington and Paddington, became popular during Victorian times, bringing a multitude of goods and services under one roof. And the streets of the East End and south of the Thames were filled on Saturday night and Sunday morning, especially, with hundreds of costermongers selling their wares from street stalls or carts.

Several bazaars were scattered around London. These emporiums featured rows and rows of shops and stalls offering all types of goods, with pleasant covered walks between them for shoppers to stroll along as the merchants hawked their wares. The most important were the Baker Street Bazaar, the Soho Bazaar (in Oxford Street), the Opera Colonnade (in Haymarket), the Burlington Arcade (Picadilly), the Royal Arcade (Old Bond Street), and the Lowther Arcade (in the Strand), the last offering mainly toys and other lower-priced goods.

London also had several special markets, where merchants could gather to sell fresh merchandise, usually in the early morning hours, to London retailers and consumers. Covent Garden Market (see map) was the main market for vegetables, fruit, and flowers. Billingsgate Market, along the Thames between London Bridge and the Custom House, was a great fish market,

and Smithfield Market on Newgate Street was the great meat market of London. Leadenhall Market, in Leadenhall Street, specialized in poultry and game. Serving the poorer folk of the East End were markets such as Spitalfields Market (vegetables), Shadwell Market east of the London Docks (fish), and Columbia Market in Bethnal Green past Spitalfields (meat, fish, and vegetables).

"Costermonger" derives from *costardmonger*, which in turn traces to *costard*, an old name for a type of large apple once sold in street stalls. Costermongers were not so prevalent in the 1890s as in earlier times, but many were still found in the New Cut (a thoroughfare in Lambeth), near Westminster Road (where the poorest classes set up their street stalls on Saturday night and Sunday morning), and throughout the East End. These street vendors sold produce from vegetables to game birds to chestnuts, from fixed booths or from mobile carts. Prices generally were very reasonable. They often shared these areas with street performers and beggars vying for the attention of passers-by. The labyrinths of costermonger stalls and carts were also favorite haunts for pickpockets and cutpurses.

Sources Of Information

Somerset House and the Records Office (see the Locations chapter) were excellent sources of public and private information — criminal, civil, and political. The Inns of Court could offer data on the barristers and solicitors of the metropolis, though an investigator would need a contact and need to receive a successful Law roll to obtain access. Scotland Yard kept extensive criminal records, but the same hurdles would have to be crossed. Even if successful at the Yard, the records will be difficult to sift through in the early years of the decade, thanks to the disorder caused by the move to New Scotland Yard.

London had numerous public libraries, open weekdays from 8-10am to 9-11pm, with some open Sundays from 3-9pm. All had free reading rooms, news-rooms, and reference libraries, but books were lent only to residents of the district who had the recommendation of a rate-payer (taxpayer). The circulating libraries served a paid membership only, at annual fees from 28 shillings to 3 pounds 3 shillings (the fee for the London Library in St. James Square). Some, like the London Library, required an introduction by a current member. For foreign books, the circulating library at Rolandi, off Oxford Street, had a total of 300,000 volumes.

Special library collections requiring an introduction for admittance but no fees included the Reading Room of the British Museum (20,000 in the Reading Room itself, others throughout the museum), Sion College Library on the Thames Embankment (at 66,000 volumes the most valuable theological library in London), and the Patent Office Library in Chancery Lane (stuffed with scientific journals and transactions of learned societies).

Many private reading rooms and circulating libraries served London. Admission fees were one- or twopence at the door, or up to three pounds yearly. Among those specializing in newspapers were the Central News Agency and the City News Rooms, both in Ludgate Circus, and Street's Colonial and General Newspaper Offices, near Lincoln's Inn. The many newspapers themselves maintained private clipping libraries (or 'morgues'), not usually accessible to the public. Investigators could get access with a contact and a successful Journalism roll.

To establish the comings and goings of suspects by ship, investigators will have to consult the records of individual steamship lines and those of the separate dock systems. There was no overall agency, the London Port Authority, until 1909. Simple vessel arrivals and departures could be found in most newspapers. Individually, the offices of the Orient and Pacific Company were at the end of Pall Mall; those of the Aberdeen Steam Navigation Company were in the City. Transatlantic lines, such as Guion Steamship Company, operated out of Liverpool, with their main offices and central records there, though usually they maintained smaller London branches as well.

Information on rail travel could be found at the London terminals for the major and local railways (the Metropolitan Railway, for example, was at the Baker Street Station, next to Madame Tussaud's). Cab-passenger data could best be secured by checking local cab-yards, where the licensed drivers left their cabs when off-duty.

There were many useful reference works. *Bradshaw's Railway Guide*, published monthly, was the most thorough source for railway schedules. *The Post Office Directory of London*, either the thick, 3,000-page *Kelly's* or the less-extensive *Morris's* listed all residents and commercial establishments in London. The London telephone directory located phone subscribers. *The Dictionary of National Biography* functioned similarly to our contemporary *Who's Who* in providing brief biographical sketches of important personages in the Empire. Both the *Medical Directory* and the *Medical Register* supplied data on doctors. *Crockford's Clerical Directory*, published annually, did the same for clergy. Information on the nobility could be gleaned from *Debrett's Illustrated Peerage, and Titles of Courtesy of the United Kingdom of Great Britain and Ireland. The Gazetteer of the World* or a similar volume provided invaluable facts about foreign locales. And *Whittaker's Almanack* was the best in England for a wealth of data. Ordinance Survey Maps could be obtained at E. Stanford's in Charing Cross, official London agent for the Royal Surveyor's Office. London also had many booksellers, though naturally those shops purveying Mythos volumes tended to be hidden in disreputable mews and alleys of the metropolis.

Finally, keepers should always feel free to invent new reference books which seem in keeping with the spirit of the times and with the spirit of the game.

Summoning The Police

In daylight, in the busier parts of London, an investigator need only call out for assistance and someone will come quickly. In the East End at any time, or in the suburbs at night, aid may be less likely or much less likely to appear. The keeper must determine just how likely is immediate police response.

If an investigator blows a police whistle to summon aid, 1D6 police constables hear its piercing tones and, panting, arrive at the spot in 1D3 minutes. These worthies will not be amused by a false alarm. If the investigator swears he was beset by monsters, their response should be to remove him to the station house for extensive questioning. Investigators involved in illegal or suspicious activities can be certain of an extended stay in the hands of the authorities. ■

Summoning A Cab

The investigator who wishes the services of a London cab has no difficulty finding one in the center of London. Stand on the curb, wave alertly, and one will be by momentarily. In rougher portions of the East End and in the suburbs, chances are much diminished, day or night. Fares were more likely (and tips much greater) around the City and West End, as every cabby quickly learned.

In areas in which cabs are unlikely to be found, base the investigator's chance on his or her Luck roll, with appropriate deductions for area, time of day or night, and visibility. In lonely places, leave some chance that the cabby deliberately ignores the luckless investigator, or that a foe of the investigator drives the cab and attempts to run down the investigator.

By the way, 65% of time, the cab proves to be a hansom, capable of carrying only two passengers. Otherwise, it is a four-wheeler, into which up to six can be crammed. This ratio of cabs holds true for all of London, day or night. ■

London Fog

Most images of Victorian London that come to mind are framed in the tendrils of gray mist known as the London fog. The city was not fog-bound all year (it was likelier to be foggy in the spring, late summer, and autumn), but a London fog might arise at any time in the damp, smokey air.

Keepers will want to save foggy conditions for those special situations in which they know limited visibility will enhance the uneasiness and potential horror of the adventure. Combining night with pea-soup fog makes a sinister setting.

Occasionally investigators may become involved in adventures encompassing weeks or months of game time; in those cases the keeper may wish to randomly determine when fog rises.

• In March, April, May, August, September, and October, assume 85% nightly chance of light fog, 50% for heavy fog, and 25% chance for a pea-souper. In the day, assume 25% chance for light fog, 10% for heavy fog, and 5% chance for a pea-soup fog.

• In January, February, June, July, November, and December, assume 40% nightly chance for light fog, 20% for heavy fog, and 5% chance for a pea-souper. In the day, assume 15% chance for light fog, 5% for heavy fog, and 1% chance for a pea-soup fog.

• Light fogs usually dissipate within 12 hours, often after only a few hours of formation. Heavy fogs have a 50% chance to dissipate within twelve hours or of becoming light fogs (keeper's choice). On a D100 roll result of 00-90, the pea-souper continues for another twelve hours; on a result of 61-89, it dissipates to heavy fog; on a result of 11-60, it thins to become a light fog; on a result of 01-10, it completely dissipates.

On days without fog, precipitation (rain or snow, as appropriate) occurs 50% of the time. Rainfall is mostly in the form of showers, without much wind.

Light fogs mostly serve as mood enhancers. Perhaps foes might have an easier time of hiding from or ambushing investigators; keepers might consider an occasional Spot Hidden roll where, in clear weather, no roll would be needed.

Heavy fog drops daytime visibility to a few hundred feet, and nighttime visibility to perhaps 50 feet. Halve rifle base chances, except at point blank range.

A pea-soup fog diminishes visibility to point-blank range. Firearm attacks beyond that do not occur. Other skills relying on vision are similarly limited.

Keepers who are interested in such modifications to tactical situations should think about the ramifications of lighting, familiar or unfamiliar environs, and particular magic spells in working out fog-prompted rules which have the correct feel and effect. ■

The Occult in the 1890s

In the face of new and revolutionary scientific theories sweeping through the late 19th century, interest in the occult remained high. From pseudo-scientific studies such as Atlantology to mysticism couched in religious terms (such as spiritualism had become by the end of the century), things smacking of hidden powerful mysteries enjoyed considerable popularity, especially in England.

Interest in Egyptology, and thus in the gods and myths of that ancient land — Ra, Seth, Osiris, Sutek, and others (though not openly as yet, except with evil cults privy to his secret, that of the Faceless God that represented Nyarlathotep) — reached a new high provoked by Sir Flinders Petrie's systematic excavations throughout Egypt in the 1880s and 1890s. In 1887, hundreds of clay tablets discovered at Tell el-Amarna, the ancient site of Akhenaton, city of Ikhnaton, the "Sun Pharoah," led to new information on the period of that pharoah's Egypt, and raised interest in the study

of the ancient civilization and its beliefs. Therefore Egyptian myth and legends often figured highly in the beliefs of Victorian occultists.

Modern Atlantology experienced a great revival following the publication in 1882 of Ignatius Donnelly's *Atlantis: The Antedeluvian World.* Donnelly followed with *Ragnarok: Age of Fire and Gravel,* and lectured widely on the subject. An American, Donnelly visited England in the 1890s, spreading his theories about the Lost Continent to British occultists who greeted them eagerly, often tracing the roots of their own occult beliefs back to Atlantis. Groups such as the Theosophical Society occasionally elaborated on Donnelly's theories, infusing them with more mysticism than Donnelly would have dreamed of, and often twisting the belief in Atlantis to their own unclear ends. Some even claimed to be in mystical communication with the old masters of the Lost Continent. (In the context of a Cthulhu campaign, some might actually be in touch.)

Neo-Druidism was also popular. A number of British occult groups and magical societies incorporated Druidic beliefs and practices into their own rituals. They ranged from the Ancient and Archaeological Order of Druids, founded in 1874 as a 'study society for Ancient and Modern Druidism,' to the Hermetic Order of the Golden Dawn. Several branches of Freemasonry also adhered to some Druidic practices. Adoptions usually were limited to the observation of rites on those days particularly sacred to the original Druids in their roles as priests or magi to the Celts — Beltane (May's Eve), Lughnassadh (Summer solstice), Samhain (Halloween), and Imbolc (Winter solstice). Few in the 19th century still actively worshiped the Druid gods, Hu and Ceridwen, the great father and mother. Nor did they burn human sacrifices in their huge wickerwork figures, as Julius Caesar reported the original Druids to have done — certainly not those who formed and attended Druidic societies in London and other cities.

(Rural Druidic cults could exist, of course, perhaps worshiping their gods in the dense groves of oak sacred to the Druids, where the sacred fires were kept lit. And, although by the 1890s most archaeologist had discounted the earlier theories of a Druidic origin for the great neolithic temple, Stonehenge and Druids were still linked in popular thinking. And it's quite possible some neo-Druidic cult could choose that monument for its own rituals: it wasn't until after the turn of the century that annual Druidic festivals at Stonehenge became common at the Summer Solstice.)

The Theosophical Society

Among the most influential occult movements of the era was the Theosophical Society, founded in New York in 1875 by Madame Helena Blavatsky, a former medium and world traveler. Theosophy under Madame Blavatsky became a curious blend of Eastern and Western mysticism, spiritualism, and secret doctrines. In 1877, she published *Isis Unveiled,* the central book of Theosophy, a mixture of doctrines from the Kabala, from Hindu, Buddhist, and Taoist scriptures, and the secret or magical teachings of Pythagoras, among others. In 1888, she elucidated the more obscure points in a second book, *The Secret Doctrine.* She claimed to base this book on the ancient *Book of Dzyan* (indeed, it is from her work that scholars derive much of their knowledge of that long-lost work). In it, she also wrote of the various 'root' races of life on earth, including those of Lemuria and Atlantis, ours being the Fifth Root Race.

Central to Theosophy is the existence of Mahatmas, or master or adepts, also known as the "Great White Brotherhood," or "Great White Lodge." These ethereal beings were the true masters of the world, but they remained available to mankind through spiritual to help humans attain astral wisdom. It was her Mahatma who allowed Madame Blavatsky to view the original words of the *Book of Dzyan* scribed on palm leaves, and helped her to understand the now-forgotten Senzar language of Atlantis in which it was composed. These Mahatmas of the Theosophists thus sound very much like not only the spirit guides of the spiritualist movement, but the mysterious Secret Chiefs of the Golden Dawn and other occult groups.

After several years in America, Madame Blavatsky moved her headquarters to India, because she felt the spiritual clime there more conducive to her work. The movement flourished there, until 1884 when a former disciple confided some of Blavatsky's more fraudulent practices to a Christian missionary, who published them in his missionary magazine. Blavatsky was in England at the time, allowing the Society for Psychical Research to investigate her mediumistic claims. When the scandal broke, she rushed back to India, but missionary pressure and legal complications caused her to flee to Europe. She settled in London in 1887, where *The Secret Doctrine* was published the next year, and where she died in 1891, not before having a great influence on British occultists. Many of those who later joined such groups as the Golden Dawn had been or were still Theosophists. After Madame Blavatsky's death, leadership of the Theosophical Society eventually passed to Annie Besant, formerly a Fabian Socialist and once George Bernard Shaw's mistress. Miss Besant had met Madame Blavatsky in 1889, after reviewing *The Secret Doctrine,* and had been captivated by her. For a time she ran the Society's Esoteric Section, an inner group that had been formed to combat the growing popularity of the Golden Dawn among its members. Under Miss Besant's guidance, the movement remained strong well into the 20th century.

Freemasonry

Before discussing the Golden Dawn, a few words should be said about Masonry, in its various forms among the most popular of secret societies in Victorian times. In fact, many of the leading occultists in British society had been at one time or were members of one of the Masonic lodges, including Theosophists and

members of the Golden Dawn. There were many varieties of Masonry, though all claimed to stem from one founder, Grand Master Hiram Abrif, the Master Mason in charge of building Solomon's temple, who was killed by his three apprentice Masons. In actuality Masonry originated in England in the Middle Ages as a stonemason's guild, then spread across the continent. Eventually, it evolved into a secret brotherhood that met in Lodges throughout England and Europe, finally spreading to America. By the 18th century, Masonry was an exclusive, quasi-religious secret society, steeped in eclectic occult ritual — Hebrew, Egyptian Hermetic, Gnostic, even Druidic. Some of the continental lodges, especially, such as the Grand Orient Lodge, were intimately tied in with other, more sinister, secret societies, such as the Ancient Illuminated Seers of Bavaria of Adam Weishaupt, founded in Ingolstadt in 1776.

To most, the organization is simply a fraternal society, little more than a social club with special rituals and secret handshakes. The truth of lurid hints about the purpose of the higher Orders of Masonry is beyond the scope of this essay.

The Golden Dawn

Perhaps the best-known late Victorian occult society is the Hermetic Order of the Golden Dawn. In truth, there were several orders, starting in 1888 with the Golden Dawn in the Outer. In 1892, the Second Order, or Inner Order of the Rose of Ruby and Cross of Gold, was formed as a more exclusive order within the Golden Dawn and dominated the society through the rest of the decade. A Third Order, consisting of the mystical 'Secret Chiefs,' had not admitted any mortal members by the time the Order began to unravel at the turn of the century, subsequently to split into dissenting groups that effectively ended the Golden Dawn as an organization.

The Isis-Urania Temple of the Golden Dawn was originally established in London by Dr. William Wynn Wescott, a London coroner, student of the occult and a Freemason. Wescott had discovered an apparently-ancient manuscript written in a cipher, which he found on translation to contain five mystical or pseudo-Masonic rituals. He secured the services of one Samuel Liddell MacGregor Mathers, a fellow occultist and Freemason to expand upon the material so that its rituals could actually be performed. Mathers, the author of an 1887 book titled *The Kabalah Unveiled*, did this, while Wescott claimed to obtain authority from a German occult order called Die Goldene Dammerung, led by a Fraulein Sprengel, to found an English branch of the order.

Wescott's claims, and the existence of Fraulein Sprengel and her order, later proved false and the letters he produced forged, but initially they were sufficient to found the Golden Dawn. Wescott invited Mathers and another occultist Freemason, Dr. W. R. Woodman, to join him as Chiefs of the new Temple. All three had been members together of the Societas Rosicruciana in Anglia, the Rosicrucian Society of England, a small group of Master Masons interested in ccult and alchemical traditions of Rosicrucianism.

The new order flourished, gaining such members as occultist A.E. Waite, poet W.B. Yeats, and Florence Farr, actress and mistress of G. B. Shaw. The last two joined early in 1890. By 1896, the order boasted five separate temples including one each in Paris and Edinburgh, and had initiated 315 members. Considering the exclusiveness of the order, this was quite a success.

With the founding of the Second Order, Mathers effectively became the Golden Dawn's sole Chief. However, Mathers also migrated to Paris to found a temple there; and there he would remain, except for occasional visits to England. The London Isis-Urania Temple was left to the running of four senior members — a London physician, Dr. Edward Berridge; Florence Farr; Anne Horniman; and Percy Bullock. That Miss Horniman did not care for Dr. Berridge did little to preserve the unity of the Order.

While in Paris, Mathers uncovered a medieval grimoire called *The Book of Sacred Magic of Abra-Melin the Mage* in the Bibliotheque de L'Arsenal. It supposedly had been written in 1458, as a ritual for summoning a Guardian Angel to do the bidding of the summoner. Mathers spent several years translating the book into English, publishing it in a limited edition in London in 1898. With the publication of *Abra-Melin*, and with his claims to have communicated with the Secret Chiefs in Paris, Mathers' authority seemed unquestionable. Unfortunately, proof of Westcott's deceptions in founding the order came to light soon after, causing dissension and rifts, and leading to challenges to Mathers' leadership. Mathers had one certain champion, however, in a recent initiate, the young Aleister Crowley.

Today, many remember the Golden Dawn in the light of Crowley's notoriety, but Crowley had little firm influence with the original Order, and did not reach his own prominence as a sorcerer or as the 'Great Beast' until the 20th century. He had joined in November of 1898, and left the Golden Dawn in the spring of 1900. He joined at the suggestion of a companion who shared his interest in things occult. He was taken by Mathers' translation of *Abra-Melin* and determined to perform the ritual, which he started (but failed to complete) in February of 1900. Crowley, who was 24 at the time, conveniently overlooked the admonition that the practitioner be at least 25. Crowley had purchased an estate in the Scottish Highlands (at Boleskine) as an isolated site at which to perform the ritual. His failure to conjure up his Guardian Angel, in spite of other manifestations he claimed to have experienced, and his expulsion from the Order following his initiation into the Second Order by Mathers and his vigorous defense of the latter back in London, soured the young occultist on the Golden Dawn and its chief, and led him to other, darker paths in search of magical knowledge.

Newsboy, costermonger, bobbie: as night hovers, the London streets empty.

In summary, the Golden Dawn's teachings seem to be an amalgamation of the Hermetic tradition (from Hermes Trismegistus, the legendary founder of Egyptian magic, and author of the legendary *Emerald Tablets* — identified by the Egyptians with the god Thoth of Rosicrucian and Masonic ritual; of Kabalistic teachings; of Celtic traditions; and of other lesser esoteric lore. At the Order's height in the 1890s, even the Theosophical Society was forced to form its own Esoteric Section, to avoid losing adepts to the Golden Dawn. The Order's Secret Chiefs were very much like the Mahatmas of the Theosophists, so the attraction isn't surprising. Various factions of the Golden Dawn claimed to possess and utilize magical powers derived from magical texts such as *The Key Of Solomon*, with members of different factions accusing others of launching magical attacks and curses against them. Mathers himself believed that Abra-Melin demons were responsible for troubles that plagued him during the translation of the text, including the loss of half of the manuscript.

Investigators interesting in joining the Order would be required to demonstrate a sincere interest in the occult and to have an introduction to the Order from a member. Investigators visiting Paris after 1892 might visit Mathers as he translates the *Abra-Melin*. After 1898, Crowley may be found frequenting the Hotel Cecil with unsavory companions, and after October 1899 at Boleskine. Once published in English translation, any occultist or bookseller should be able to secure a copy of the *Abra-Melin* (+8% Occult, +1% Cthulhu Mythos, -1D2 SAN, teaches the ritual for summoning a Guardian Angel). The original grimoire (in medieval French) is a more potent book (+10% Occult, +2% Cthulhu Mythos, -1D3 SAN).

An investigator interested in summoning a guardian must devote six lunar months to complete solitude, must begin on the first day after either Passover or Easter, and end on the autumnal equinox. He must concoct the Oil of Abra-Melin, a mixture of cinnamon, myrrh, galangal, and olive oil, and must copy onto parchment a series of sacred talismans. According to the instructions, the summoner will evoke and be challenged by four princes of evil, eight sub-princes, and 316 of their servants during that six months, but probably all he or she need meet is a Servitor of the Other Gods (which should end the investigation).

Spiritualism

Spiritualism was the Victorians' most popular occult movement. It began in the United States in 1848, when a pair of sisters, Margaret and Kate Fox, claimed to have had spirit contacts in the form of tapping. Decades later, one of the sisters admitted that their 'manifestations' were a hoax, but by then the movement was worldwide. Many saw spiritualism as a religion, pulling quotes out of context from the Bible to support their claims, and pointing to the biblical summoning of the spirit of the prophet Samuel by the Witch of Endor as the first recorded seance, and as

narrative continues on page **52**

Sample Prices In 1890s England

Prices are representative; higher-quality or fancier items can be found at higher prices. At the keeper's discretion, lower-priced items can be available. It was possible and acceptable to haggle over prices, especially with costermongers and small shopkeepers. Most hotels, restaurants, large department stores, and the like kept set prices. When dealing with those that don't, investigators should be at the mercy of Bargain rolls in attempting to secure goods at favorable prices.

Unlisted prices can be roughly estimated by finding U.S. prices for similar items in the 1920s Sourcebook. Or the keeper might obtain any of several mail-order catalog reprints from the time (the author uses an 1895 Montgomery-Ward catalog published by Dover Books, for the purpose). Prices in these can be converted to pounds, shillings, and pence by treating the pound as equal to U.S. $5.00; the shilling as equal to U.S. $0.25; and the penny as equal to U.S. $0.02. Thus $16.12 U.S. equals about £.3 4/6 U.K.

TRANSPORTATION AND COMMUNICATION

Sea Voyage, U.S/ England	
First Class, one way	£.12-35
First Class, return	£.22-63
Steerage	£.5-7
River Steamer fare	1-6d.
Channel Ferry	8d.-1s.
Steamer Rental (daily)	£.6-35
Rowboat	£.10
Cab fares	
1 person, up to 2 miles	1s.
per additional mile	6d.
per additional person	6d.
per piece of luggage	2d.
per 15 minutes wait	6-8d.
London Underground fare	2d.
London Omnibus fare	1-6d.
London Tram fare	1/4-4d.
Horses and Horse-Drawn Vehicles	
riding horse	£.10+
saddle	£.2 8s.
bridle	4/2
stable fee	1s.
draft horse	£.4+
draft horse harness	£.2 16s.
wagon	£.12
front-seat surrey	£.17
front & back seat surrey	£.20-25
Train	
Liverpool to London	16/6-29s.
London to Dover	8-10s.
Bicycle	£.7
Telegram	
for 12 words	6d.
per additional word	1/2d.
international, per word	4s.
Postage	
to 1 ounce	1d.
to 2 ounces	+1/2d.
each additional 2 ounces	+1/2d.
Phone Call (3 minutes)	2d.
Messenger (per mile)	3d.
Messenger (per hour)	6d.
Newspaper	1d.
London Guidebook	2s.
Passport	3/6
Tip to Porter	6d.

LODGING AND DINING

Good Hotel (per night)	15/6-25s.
Average Hotel	
per night	8s.
per week with service, 2 meals	35s.
Common Lodging, per night	
double bed	8d.
single bed	4d.
rope lean-to	2d.
House, rent per year	£.30
Flat, rent per week	15s.
Breakfast	1s.
Lunch	2-5s.
Dinner	3-18s.
Beef, per pound	10d.
Bread, per pound	1 1/4d.
Eggs, each	10d.
Fruit, Vegetables, per pound	1 1/2d.
Milk, per pint	3d.
Soup, per bowl	4d.

ENTERTAINMENT

Attendance at West End Theater	
standing	2/6
seated	10/6-15s.
box	1 1/2 -6 guineas
Attendance at Music Hall	4d.-10s.
Opera Glasses, rental	1s.
Cocktail	8d.
Fine Wine, bottle	6s.
Stout/Ale/Beer, mug	2 1/2d.
Whiskey, glass	3d.
Whiskey, bottle	4d.

CLOTHING

Sound Suit	25s.+
Quality Suit	30s.+
Fashionable Morning Suit	4 guineas
Fashionable Frock/ Dress Suit	5 guineas
Fashionable Ulster	2 guineas
Expensive Dress Coat	2 guineas
Expensive Short-Jacket Suit	12 guineas
Pair of Boots	1 guinea /26s.
Shirt	3s. -4/6
Collars, per dozen	3s.
Trousers	5s.
Skirt	1-6s.
Dress	5-20s.
Shoes	10s.
Fashionable Dress	5 guineas
Expensive Dress	15 guineas
Inexpensive Hat, soft/hard	3/9
Standard Hat	10/6
Top Hat	10s.
Silk Top Hat	17/9
Straw Hat (boater)	2s. -3/9
Deerstalker Cap (fore-and-aft)	2s.
Silk Windsor Tie	1s.
Silk String Tie	7d.
Mackintosh Coat	£.1 12s.
Lady's Handbag	2s.+
Money Belt	1/8
Corset	1-5s.

Pair of Suspenders	8d.
Bustles, one dozen	6d.

MEDICAL GEAR

Medical Valise	12s.
Forceps	10s.
Scalpel Set	6s.
Surgical Saw Set	8s.
Bandages, a dozen	1d.
Chloroform, quart	2s.
Carbolic Acid, gallon	7d.
Alcohol, half gallon	7d.
Laudanum, 1 dose	1/5
Camphor, 4 ounces	1s.
Paregoric, 4 ounces	1s.
Sulphur, pound	3d.

TOOLS

Tool Kit (70 tools)	£.2 16s.
Hammer	1/5
Saw	3/11
Hack Saw	3/7
Screwdriver	1/4
Hand Drill, Bits	8/10
Clamps	1/3
Wire Cutters	3s.
File	4s.
Shovel	2/7
Axe	3/2
Padlock	10d.
Rope, 50 feet	6d.
Chain, per foot	4d.
Watch Repair Kit	16s.
Ammonia, pint	6d.
Scissors	2s.
Crowbar	1/5
Wheelbarrow	5s.
Glass Cutter	4d.
Pick	2s.
Gaff Hook	2s.

WEAPONS

Small Caliber Revolver	£.2
ammunition (box of 100)	2s.
Large Caliber Revolver	£4
ammunition (box of 100)	3s.
Small Caliber Rifle	£3
ammunition (box of 100)	3s.
Large Caliber Rifle	£6
ammunition (box of 100)	4s.
Small Bore Shotgun	£3
ammunition (100)	8s.
Large Bore Shotgun	£6
Derringer	£2
Cavalry Sabre	10s.
Fencing Foil	15s.
Rapier	£1 2s.
Sword Cane	£2
Bayonet	1s.
Dagger	6s.
Hunting Knife	3/10
Pocket Knife	10d.
Butcher Knife	1s.
Meat Cleaver	1/5
Hand Sickle	1s.
Scythe	2s.
Straight Razor	4s.
Blackjack (life-preserver)	4d.
Brass Knuckles	5s.
Billy Club	4s.
Horsewhip	7s.
Ball Bat	1s.
Handcuffs	16s.
Shoulder Holster	2/5
Cartridge Belt	5/10

MISCELLANEOUS EQUIPMENT

Dark Lantern	4s.
lantern fuel, quart	5d.
Silver Pocket Watch	£.1
Gold Pocket Watch	£.2 4s.
Opera Glasses, 3X	£.2 14s.
Spy Glass, 15X	17s.
Box Camera	£.3-9
film, 24 exposures	6s.
film, 12 exposures	3/2
developer kit	18s.
Steel Pens (box of 12)	3d.
Fountain Pen	4s.
Pencils, 1 dozen	2d.
Writing Tablet	1d.
Bottle of Ink	10d.
Typewriter	£.2 4s.
Microscope, 200X	£.3
Magnifying Glass	12s.
Bottle of Glue	6d.
Umbrella	3s.
Violin	£.1 2s
violin case	4s.
Walking Cane	2s.
Pipe	1/3
Cheap Gold Ring	£.1
Silver Crucifix	£.2
Small Animal Trap	5d.
Tent, 7x7x7 feet	13/8
Backpack	4/10
Camping Outfit (stove, pipes, pans, kettles, tine cups, platers, spoons, knives, forks (6 each)	£.3 2s.
Playing Cards	4d.
Make-Up Kit	10s.
Full Toupee	£.1 12s.
Woman's Wig	£.3
Grease Paints, box of 8	4s.
Fake Mustache	5d.
Fake Beard	4s.
Fake Goatee	5d.
Unabridged Dictionary	9s.
10-vol. Encyclopedia	£.3 15/8
Gladstone Bag, with accessories*	£.6
Lady's Beatrice Travelling Bag**	£.4 15s.
Soap	1/6
Wooden Matches, box	1d.

** includes comb, hairbrush, clothes and hat brushes, tooth, nail, and shaving brushes, razor strop, paper knife, scent-bottle and jar, soap dish, writing case, penholder, pencil, inkstand, match box, looking glass, two razors, scissors, nail file, and button hook.*

*** includes soap dish, scent-bottle and jar, tooth and nail brushes, paper knife, glove stretchers, comb, hair brush, velvet brush, looking glass, scissors, button hook, nail file, knife, and corkscrew.* ■

Clothing

Hats needed long (8-10") hatpins to secure them.
Veil
Caped cloak
Camisole: this would never be seen if this woman was of good repute – it was underwear!
mitts made from gloves with the fingers cut off
hair a·la·Gibson
leg-o-mutton sleeve
tiny waist
Kid gloves
reticule (purse)
parasol: pale complexions were considered beautiful
High-laced boot- worn by all levels of society.
Servant: usually dark blue, brown or black
upper class walking suit

Deerstalker or fore-n-aft hat. Country wear only.
Norfolk Jacket: More often worn in the country. Knickers (knee pants) also worn with it- but those only in the country.
Cloth cap: favored by the lower classes
Inverness Cloak (sleeveless caped cloak)
Top Hat Evening & Daywear
Morning Coat
Kid Gloves
The poorer people made do with cast-offs from their betters
Gaiters were usually made of leather & were knee-high: worn to protect the shoes & legs from country mud.
Bowler: proper daywear used mostly by the middle class
spats
Formal Daywear for the upper classes.

cont. from p. 47 —

divine proof of their beliefs. Others claimed no ties to religion to confirm their spiritualistic beliefs, seeing them more as scientific phenomena to be studied. The Society of Psychical Research was founded in England in 1882 for the latter purpose. The great attraction of spiritualism was that anyone could join the movement and take comfort from its teachings, unlike more exclusive organizations such as the Golden Dawn or the Masons.

Andrew Jackson Davis of Poughkeepsie, New York, had earlier claimed trance revelations from a Universal Intelligence, and early on the spiritualists adopted many of his teachings. Spirit mediums communing with spiritual guides and beings by means of a trance state became the norm. Seances held to communicate with dearly-departeds also produced a wealth of physical manifestation from the spirit world: tappings, horns blowing, items floating around the room, and the cheesecloth-like substance called ectoplasm that often appeared to extrude from the medium's body.

Invariably the majority of mediums who wished to be paid to contact the spirits proved to be clever frauds. A few actually seemed to possess psychic powers and, at least in game terms, keepers might consider this to be the case.

A number of spiritualist churches were established in America, Britain, and the Continent, mixing Christian and spiritualist doctrines, seeking revelations through spiritual contact, and using the Bible as a record of supernatural occurrences. Although the movement was losing popularity by the end of the century in the United States, spiritualism remained important in certain British circles.

Among the beliefs of spiritualism is that the soul of a person is released at death, and that it survives to travel to one of several divisions of the spirit world. These divisions are called spheres, and there are seven in all. Those who have lived evilly in life either remain on earth (the sphere of Desires) as ghosts or go to the sphere of Hell. Those who lived righteously go to a sphere called Summerland, the place of preparation for the higher spheres, and from whence spirit guides come. The remaining spheres are for more-developed spirits, angels, and other higher beings.

Investigators who conduct a seance have little chance of success without the proper trappings — a dimly-lit room, a table at which everyone can sit and hold hands around, a minimum of conversation, and so forth. If the keeper decides that the attempt succeeds, then they call up either a neutral spirit guide or a malevolent trickster spirit who lifts tables, knocks pictures from the wall, and so forth, or possibly some Mythos entity who makes a shambles of the room and those within it before departing with a blast of wind and an eerie howl.

Conclusion

Many other societies, traditions, or influences of a supernatural, spiritual, or pseudo-scientific nature might be encountered in Victorian England or on the Continent. There was an upsurge of interest in vampirism — according to Stoker, Count Dracula paid his visit to London in the fall of 1890, so that might be the explanation. In the 1890s, the bridge between logic and spirit was bent, but not broken. Ingenious keepers will find many ways to exploit the link. ■

Prices

The pound sterling was the standard unit of currency in Victorian Britain. Its symbol was an *L* with a line across it: an abbreviation for the Latin *librum* or pound. In Victorian times, a pound consisted of 20 shillings, each of which in turn was equal to 12 pennies (pence). Internationally, the pound sterling was equivalent to about $5.00 U.S.; to about 25 French francs, Italian lira, or Spanish pesetas; to 20 German marks or 10 Austrian florins; to 9 Russian rubles; and to 18 Danish, Swedish, or Norwegian crowns. In these pages, the British pound is abbreviated as £ .

Amounts in shillings were shown by the symbol *s.*, while values in pence were shown by the symbol *d.* (from the Latin *denarius*). When amounts in a combination of shillings and pences were made, a simple slash / separated the values, with the number of shillings always first. In example, 12 shillings could be written *12s.* and 4 pence could be written *4d.* The amount of 12 shillings fourpence would be inscribed *12/4.*

While paper bank notes existed for larger denominations, the usual medium of exchange was the coin. There was, in fact, no pound note at all, the pound itself was represented by the gold coin known as a sovereign. The Bank of England issued notes in denominations of 5, 10, 20, 50, 100, 200, 300, 500, and 1,000 pounds. Unlike the late 20th century U.S. dollar with its silk-threaded paper, pound notes issued by the Bank of England used distinctive watermarks to safeguard against counterfeiting. Compared to modern bills, these pound notes were large, ungainly pieces of paper, and normally were used only when one needed to carry large sums. Coins were far more common.

Another monetary unit, no longer actually represented by a coin or note by the 1890s, was the guinea. Originally the guinea was a coin equaling 21 shillings. Though no longer minted, prices were still listed in it — particularly those of higher-priced stores and the fees of upper-class professionals, a convenient method of granting status for a price.

No foreign currency could circulate in Britain at this time. Visitors to Victorian England were required to change such currency as they brought to pounds sterling.

Coins In Circulation

Farthing — from *fourthing*, a bronze coin equal to a quarter of a penny.

Halfpenny — or ha'penny (also known in slang as a *flatch*, which was a bronze coin equaling half a penny).
Penny — or pence (also known in slang as a *yennap*, penny backwards), 12 of which equalled one shilling.
Twopence — or tuppence (also known in slang as a *deuce*), no longer minted but occasionally turning up.
Threepence — threepenny, or thruppence; a silver coin equal to three pennies.
Sixpence — or half-shilling, a silver coin equal to six pennies; in common slang known as a *tanner* or a *sprat*.
Shilling — a silver coin equal to 12 pennies. The most common coin other than the penny. Also known commonly as a *bob* or (less often) as a *deaner*
Florin — a silver coin equaling two shillings or 24 pennies.
Half-Crown — a silver coin equal to 2/6 (two shillings, sixpence) or 30 pennies; also known as an *alderman*.
Double Florin — a silver coin (quite rare in the 1890s), equal to two florins (or four shillings, or 48 pennies).
Crown — a silver coin equaling five shillings or 60 pennies; commonly referred to as a *dollar* in England.
Half-Sovereign — a gold coin equal to ten shillings or 120 pennies.
Sovereign — a gold coin that represented one pound sterling, 20 shillings, or 240 pennies. Alternately called simply a pound, a *quid*, a *couter*, or a *thick 'un*.

There also were gold coins of two- and five-pound denomination in circulation, but they were rare.

Keepers should assume that English-born investigators are thoroughly familiar with the British monetary system, though some (by their backgrounds) might not know all the slang terms. Americans or other foreigners may have difficulties. ■

Time Travel

A discussion of various types of time travel for Call of Cthulhu, and of scenario possibilities for each type.

Although *Call of Cthulhu* is set in the 1920s, the era in which Lovecraft wrote or set most of his Mythos stories, the dimension-spanning horrors of the Cthulhu Mythos are certainly not limited to that particular decade. In fact, many Mythos schemes coming to fruition in the 1920s had roots in earlier times. The scenario "The Yorkshire Horrors" shows Cthulhoid machinations in England, circa 1896, for instance, and hints at earlier terrors met in Roman Britain. Contemporary settings for Mythos adventure have appeared in the works of younger writers following in Lovecraft's footsteps, as the Great Old Ones continue their plots for supremacy in the present day.

Still, the game system, especially character generation, is 1920s oriented, which means that most campaigns at least originate in those years. Should the keeper wish to pit his intrepid Prohibition-era investigators against Mythos menaces in other times, yet not seriously disrupt the flow of his 1920s-based campaign, the logical way to do so is to employ time travel in order to shunt experienced investigators from one era to another.

This chapter examines various methods by which 1920s investigators may time-travel from one historical period to another, and notes some common problems time travelers might encounter on such journeys. While designed primarily to provide rationales for transporting 1920s characters to the 1890s of "The Yorkshire Horrors," this is a general guide for temporal jaunts to any era to which pursuit of the Mythos might take investigators, voluntarily or not.

Three methods of time travel are available to *Call of Cthulhu:* magical time travel by Gate, psionic time travel by mental projection, and scientific time travel by time machine. Each method is examined in following sections, with suggestions as to how a

keeper might utilize that method to transport investigators to the 1890s or to other time periods, or to bring past or future entities to the 1920s.

Time-travel problems may be common to all the methods or unique to just one: considered are dangers to characters, possible solutions, and suggestions to the keeper on how best to exploit those dangers to create new adventures.

Time Travel By Gate

Time travel using a magical Gate resembles Gate travel through physical space and is performed in the same manner. A Time Gate spell is a spell separate from Gate, and must be learned separately. Instead of traveling a certain distance in miles, the caster and any companions travel a certain number of years into the past or future (see table). The caster determines the temporal direction of travel when he creates the gate.

Magic Points Spent for Distance in Years

1 magic point for up to 1 year;
2 magic points for 1 up to 2 years;
3 magic points for 2 up to 4 years;
4 magic points for 4 up to 8 years;
5 magic points for 8 up to 16 years;
6 magic points for 16 up to 32 years;
7 magic points for 32 up to 64 years;
8 magic points for 64 up to 125 years;
9 magic points for 125 up to 250 years;
10 magic points for 250 up to 500 years;
11 magic points for 500 up to 1000 years;
12 magic points for 1000 up to 2000 years, and so on.

N.B. — Travel through a Time Gate for more than about 4 billion years into the past places characters prior to the estimated formation of the Earth. Dire consequences could result.

A Time Gate functions in all other ways similarly to a regular Gate, except that in traveling through it investigators must receive successful Sanity rolls or lose an extra point of SAN in addition to the one SAN point normally lost when passing through a regular Gate. Time travel is a more shocking experience than regular spatial travel, regardless of the means.

A Time Gate can be combined with a regular Gate as well, provided sufficient magic points are expended during its creation to give it the desired spatial component.

Example: Barker wishes to create a Time Gate that will take him from Arkham, 1925, to London, 1896 (he's learned that the investigators have been whisked there and intends to find them). Knowing the spell(s) for creating both a regular Gate and a Time Gate, he casts them, designating his temporal journey as into the past and establishing the exact time and place as closely as he can. He must expend 6 magic points to travel back to 1896 (29 years) and 3 magic points to travel from Arkham to London (more than 1,000 but fewer than 10,000 miles). If he didn't want to expend the extra 3 points for distance, Barker might have simply designated an earlier time in 1896 for the gate to "emerge" from the continuum and allowed it to appear in Arkham. Then, provided he could secure the proper currency, he could take ship across the Atlantic to London, a six- or seven-day trip.

The Time Gate spell costs permanent Power to establish, and once created it is set to a specific time. The amount of POW to create it equals the number of magic points required to travel through it; the Time Gate dates to the point specified, which must be an actual number of years — for instance, a Time Gate could be set to "one million years ago," but not to "25 B.C."

To determine the time of the year or day in unspecified time travel, the Keeper may wish to allow investigators a Luck roll (use the highest Luck score in the group), with the interval from the target date depending on the closeness of the roll. With a successful Luck roll they arrive before the target date; with a failed roll they arrive after it. A roll of 05% or less should put them right on target. Keepers might place randomly-jumping travelers into times potentially embarrassing or dangerous (but not necessarily deadly).

Getting Started

The easiest way to send investigators upon such an excursion is to have them find a Gate unawares and fall through it by accident, winding up in 1890s London or wherever else the keeper wishes. Tales of mysterious disappearances or appearances in a backwoods area could pull investigators to the scene. Perhaps they could be hired by someone to locate a missing person, or might be attracted to the site by scientific or occult curiosity. Unless an investigator knows the Time Gate spell, or has 50% or more Cthulhu Mythos, the Gate cannot be recognized beforehand for what it is. If the temporal distance traveled isn't great and if the Gate is in an area much unchanged, investigators might not realize they'd traveled at all until they try to find their car or anything else left behind. (If the transfer is not obvious, wait until the investigators realize their predicament before requiring Sanity rolls.)

Once investigators stumble through the Time Gate and realize they are not where or when they were before, they may seek to return through the Gate to their own time and place. Eventually, though, their curiosities should draw them back to the Gate.

If the Gate had both temporal and spatial components, the investigators might think they traveled through a normal Gate and may not realize they have time-traveled at all! This could prove a real surprise if Time Gates have never appeared in the campaign.

To learn their current location, they'll need to find the nearest town or dwelling to ask directions, potentially adding to the confusion. Once they've left the area of the Time Gate, the keeper should be able to pull the investigators into the scenario, perhaps by stranding them in the new time period long enough to draw them in. Remember, an investigator who wishes to create a return Gate not only has to know when and where he is, but has to expend the Power necessary to make a new Gate.

Discovered Time Gates might have any origin. One could be left over from the activities of a long-dead sorcerer who never bothered to destroy it — a Druid priest or even the infamous John Dee. The Antarctic Old Ones utilized Time Gates, as demonstrated in the

scenario "Gate from the Past" in *The Asylum*. Investigators could conceivably stumble across an Old Ones Gate. Characters visiting London in the 1920s (perhaps in the *Masks of Nyarlathotep* campaign) and delving around in such out-of-the-way locations as an abandoned warehouse near the East India Docks or the London sewer system might accidentally pass through one of Moriarty's still-lingering Gates and wind up in 1896 London for "The Yorkshire Horrors."

Other Time Gates undoubtedly exist throughout the world, set up by long-dead sorcerers for long-forgotten reasons, causing Fortean appearances and disappearances, such as those of Casper Hauser and Judge Crater.

Investigators who have made themselves nuisances to some powerful Cthulhoid minion or wizard who knows the Time Gate spell might find themselves cast through a gate into some obscure era of history to stifle further meddling. Their antagonist could set up a trap that would result in their unwitting transition through his Time Gate. This course would give the characters a powerful motive to find a means of returning to their original time so their antagonist could be dealt with. Powerful Cthulhoid beings may just cast the investigators into the past *sans* Gate.

More Reasons To Go

Investigators may volunteer to travel from era to era by Time Gate if they know the Time Gate spell and have ample Power to sacrifice in creating a Gate. Using Time Gates to involve investigators in temporal excursions is risky, since jumpy investigators can Gate-out if they decide the situation is dire, and the entire adventure crumbles when investigators get cold feet and pull a 23-skiddoo. But, after all, why should any sane character expend magic points and SAN just to risk life and limb (and more SAN) in some inconvenient period of the past or future?

If your players are extraordinarily cooperative, you can postulate that they delve for Mythos knowledge in whatever year you've set your out-of-time scenario. More satisfyingly, you might lure the investigators there by means of an interesting mystery which is its own reason for investigation. Finding a modern wristwatch in the newly-opened tomb of an ancient Egyptian pharoah, or an Indian-head nickel in the treasure chest of a sunken Spanish galleon may prompt investigators to try a Time Gate spell.

More subtly, let an investigator or your own stalking-horse character find evidence that he has already visited the past. Perhaps he notices his name in his own handwriting in a hotel register from the turn of the century, or perhaps he notices his own portrait in the background of a recently unearthed Da Vinci or Rembrandt. Most players will wish to know what their investigators were doing in the past and take a trip there to find out, especially if the keeper hints at all sorts of dark results if the character fails to do so. The very structure of time might unravel, mightn't it? And The World As We Know It cease to exist? What investigator wants that on his conscience? Being reminded of his duty to humanity by a keeper-controlled character won't hurt at all.

Another method of luring player-characters into creating a Time Gate for a jaunt is to pose some contemporary problem that cannot be overcome in the present — a Cthulhoid scheme so monstrous that it can only be combated by returning to the root of the situation somewhere in times past. Or perhaps the investigators need to visit a future time for a weapon, a chemical, a scientific discipline not yet available in the 1920s, as the only counter to a Cthulhoid threat in that time. Characters (as opposed to players) will be jumping blind into the future, with no assurance that what they seek exists in the future to which they're traveling, unless they've learned of it through a benevolent mystic, or wise man, or a fellow time-traveler.

Using such gambits, keepers should carefully monitor the players here, not allowing them to visit, say, the 1980s simply because as players they know they can obtain smallpox vaccine to thwart the Silver Twilight's plot to spread pestilence through a New England hamlet and thus clear out the human population and substitute zombie clones. In this example, the keeper should call for successful halved Idea rolls before the investigators are even able to postulate that such a vaccine could exist. (Medical doctors might not need overcome much penalty to conceive the idea.)

A final hook to entice characters to time-travel is the rescue situation. Investigators may have to journey through time to retrieve one of their own — their employer, or a friend, or the proverbial damsel in distress — who has been whisked away into the past accidentally or deliberately, via Gate, Time Machine Space/ Time Warp or any other temporal bus. The rescuers need to know where and when the person has gone. A benevolent keeper allows them a clue at hand: the sorcerer gloats that he's dispatched the friend to Renaissance Italy to sup with the Borgias; a dial on a time machine indicates a target date of June 8, 1066; a Roman *denarius* from the reign of Augustus Caesar rolls across the floor after being deposited by the time vortex that swept away the dilettante's faithful butler.

Taskmasters may require the missing one's friends to spend long hours in the local archives searching for some anachronism to alert them to their comrade's presence in a remote era of the past — such as a Paleolithic cave drawing that bears a remarkable resemblance to a Stutz-Bearcat or a series of prophecies by some ancient seer that read eerily like accounts of the Great War. Of course red herrings could lead to incidental adventures during their quest. How did Leonardo come up with all the modern ideas jotted down in his sketchbooks? And where did Nostradamus get his uncannily accurate predictions of the future? If a keeper wishes to confuse the players with possibilities requiring a prolonged time-travel campaign, then he should make the lost comrade a non-player character or be prepared to run separate campaigns for the time-lost investigator and the would-be rescuers.

Conclusion

The ability to time travel always is too powerful without careful limitation. Certainly a keeper could say that the spell doesn't seem to work now, due to some nearby magical interference, leading the investigators further into the scenario as they attempt to locate and neutralize the source of the interference. Or, if only one of the investigators knows the Time Gate spell, something could happen to prevent his use of it: capture by the enemy or temporary loss of consciousness, magic points, SAN, or memory.

Or investigators could emerge from the Gate in a location of strong, pervasive magic, such as a ley line or the like, that would leech away investigator magic points and require travel away from the area of influence to regain them before creating a return Gate. Or investigators could emerge face to face with a Cthulhoid horror potent enough to send the Gate-wielder into catatonia. (This is not recommended, since it would put the player out of the action; perhaps a new type of phobia — *magikophobia*, fear of magic — would be better).

The best method of keeping investigators from premature Gate-out is to craft a scenario so compelling in nature that the players don't want to leave it until their investigators have played it out to the bitter end, in spite of death, raving insanity, or worse. The keeper who achieves this can be proud.

Whatever the reason behind it, travel by Time Gate is the preferred method of time travel for *Call of Cthulhu* campaigns, because it is most in keeping with the concept of the game. Being magical in nature, it allows players to utilize their regular characters normally, unlike psionic time-traveling (as explained in the next section). A clever keeper can find many more excuses to send his investigators jaunting through the temporal reaches by means of Time Gate than by any other method of time travel. And he can undoubtedly conceive of quite a few things that might come through Time Gates to plague investigators in their home place and time as well.

Psionic Time Travel

Readers of "The Shadow Out of Time" understand the concept of time travel by mental projection, for the Great Race used this method in their investigations through time. As practiced by the conical creatures of prehistoric Australia, the mind of a Great Race individual was projected across time to a future era, where it displaced the mind of an inhabitant of that time period. The mind of the Great Race time-traveler seated itself in the body of the victim, while the mind of the latter snapped back along the continuum to rest in the body of the Great Race representative who had usurped that entity's body: psionic time travel.

This method of time travel resembles Mind Exchange spell outlined in "The Curse of Chaugnar Faugn," *Curse Of The Chthonians*, minus the emotional component and the time barrier itself. This Great Race technique is more marvelous machine and mental discipline than spell.

Only the Great Race can perform Psionic Time Travel. However, since they are not a malign species, they might (for unguessable reasons) decide or agree to send a human investigator up or down the eons. Each time an investigator is sent on such a mission, he loses 1D6 SAN. Should the caster emerge in a nonhuman body, or in one hideously deformed, etc., a second Sanity roll must be performed, with a loss of 1D6 SAN if the roll fails. In Psionic Time Travel, the time traveler jumps randomly and has little or no control over the body into which he emerges.

The New Body

The Keeper chooses the body in which the investigator's mind finds itself at the other end of the journey. Since the receptor body for the character's mind is picked at random from all bodies in the new time, the investigator has no say in the matter, and must accept his fate. He likely will not emerge in the same kind of body that he left. For example, even if he emerges as human and not some strange giant insect or other denizen of time, he has only a 50% chance of being the same sex, and a much smaller chance of being approximately the same age.

Choose all of the players' new bodies with an eye to what sort most advance the scenario. Keep in mind that what most advances the scenario may be as much to the investigator's personal detriment or embarrassment as to his benefit, depending on what exactly the Keeper has planned.

The investigator might find himself in a body that is less than desirable to him or to his player — that of the opposite sex, a child or elderly person, a social undesirable such as a thief or other criminal, or a combination of these. (Imagine the chagrin of the hard-boiled, gun-toting Private Eye who finds himself in the body of a 10-year-old girl!) Perhaps the body is that of a blind man, leper, or amputee, or a mother-to-be in her eighth month of pregnancy. A keeper who requires a certain type of character in a particular non-1920s scenario might wish to place his investigators' minds into a set of pre-generated characters prepared expressly for the scenario at hand.

Adjusting Statistics

When an investigator's mind has occupied another body some-when in time, the investigator is to all external appearances the person whose form he possesses. His STR, SIZ, DEX, CON and APP are that of his new body. He retains his own INT, POW, EDU, SAN and magic points (though the last two are probably somewhat reduced by his experience). Since the new body may be non-human, evaluate all the investigator's old skills in light of the new body: some may require an averaging of old capabilities in a new

body, and others may be entirely new — like Tentacle Attack. The investigator retains his knowledge of how to perform physical skills, but he must labor under the physical limitations of the body he now inhabits.

Similarly, the body he now possesses may retain the reflexes and the feel for performing the tasks of its true owner, but is hampered by the investigator's lack of deliberate knowledge about them.

Keepers putting investigators into new bodies must thoroughly review the players' investigator sheets, perhaps requiring revised new sheets while the body exchange takes place. Particularly radical increases or decreases in skills percentages might be worth keeping secret from the players until a propitious moment.

Keepers should also be ready to make further skill adjustments based on the physical state of the investigator's new body if it is defective or imperfect in some way — lower than base chances in Spot Hidden, Track, etc., if partially blind or in Listen if half-deaf — or because of the time period into which the investigator has entered. For example, prior to the invention of or common use of firearms, base chance for firearms is 0%. Medical skills (First Aid, Treat Disease, Treat Poison) might be further reduced in earlier eras lacking the basic medicines and tools which 20th-century physicians take for granted.

Example: Barker has undergone Psionic Time Travel, back to 12th century England. He finds himself in the body of an English Lady. Overcoming mild distress at the sudden sex change (after all, he was aware of the possibility), Barker's player takes inventory of his investigator's altered abilities. He notes that his STR, SIZ, and CON have dropped, but that his DEX is slightly better and his APP has increased dramatically (the lady is quite stunning). Of course, his skill in Occult is unaltered, as it is a mental capability, while his skill in Tracking is somewhat better — perhaps as a result of the lady's superior eyesight.

Following some adventures he'd just as soon forget, Barker finds his/her virtue threatened by a filthy brigand and, as a last resort, picks up a discarded bow and arrow and shoots it at the assailant. As Barker has never fired a bow in his life, he is astonished that his roll of 41 is a hit! Barker escapes his/her horrible fate, later to learn that the lady whose body he currently inhabits is that of none other than Maid Marion, who was instructed in the use of the bow by Robin Hood himself!

While some minor disorientation to the investigator occurs, the total loss of control over the muscular and nervous systems of the body as evident in cases of possession by members of the Great Race should not be present in human exchanges. Such clear symptoms may well be present if an investigator enters a non-human body, but when emerging into another human, a successful luck roll ensures that no one notices the minor physical tremors.

And of course, while the investigators' minds are inhabiting new bodies, the minds of their hosts are in the 1920s wearing the investigators' bodies. What mischief these time-displaced personalities might cause while the investigators are dallying around in time!

The Psionic Machines

The Great Race employed scientific means, not magical, to propel their intelligences through the continuum. Their vast machines stored the nameless energies of the very cosmos itself, perhaps tapping the power of entire stars, galaxies, or black holes. Those ancient mechanisms which the Great Race employed for their final evacuation of our own past might still exist, buried beneath the sands of the Australian desert, silently waiting for someone to rediscover them and their mind-numbing potential.

Should the Keeper wish to deny to investigators direct contact with the Great Race, he could launch them on their mental journey in a different way. This method would require the investigators' physical presence in the Australian Outback, where, as part of an archaeological expedition, they stumble upon the recently uncovered entrance to a previously sand-buried laboratory of the Great Race, as did the hapless hero of "The Shadow Out of Time." Here they discover a still-functioning mechanism — testimony to the Great Race's scientific powers, and still capable of projecting consciousnesses through time and space.

The operation of any so-alien a scientific device should be incomprehensible to normal investigators. However, it's likely that investigators examine such a machine out of scientific curiosity. Tampering, even of such insignificance as brushing away eons-old dust from its still-lighted console, might be enough to reactivate the mechanism for a repeat performance of its last command. Should any investigator, therefore, touch or tamper with such a device of the Great Race, he must receive a successful Luck roll or unwittingly send the minds of himself and his comrades to a destination of the keeper's choice.

In the event investigators are especially careful or lucky, the Keeper might manage to force them to purposely activate the psionic device, sending them on their temporal journey, by initiating an attack on the party. The catacombs of the lost city will doubtless be guarded by the malevolent Flying Polyps, who resent the investigators' intrusion and attack them as soon as they are discovered. The Polyps have all exits cut off, and resistance can only lead to the investigators' gruesome deaths: the escape of their minds at least might seem a viable alternative to the investigators. Naturally, the investigators need to have some inkling of the mental projector's purpose to utilize it even imperfectly for an escape.

This can be resolved if they have managed in the ruined lab to discover one of those oddly ancient journals written in a modern tongue as previously described in this section (and suffered the requisite SAN loss from reading it), which has at least hinted at the function of the mechanism they've discovered. Desperation might then spur them on to try pressing and/ or pulling knobs, levers and buttons until they find themselves in other bodies in another time, with the sick knowledge that they may very well be stuck for the rest of their lives where and when and as what they now are.

Of course, if the investigators don't manage to find one of the ancient journals, or don't read it, or decide they'd prefer a clean death from the Polyps, the keeper may have to resort to having an non-player-character stumble against the mechanism or to activate it to save his own mind despite the others' wishes; to having a Polyp knock one an investigator against the device, activating it; or even to having a Polyp crash against the machine. The Polyp's evil mind would be sent through time along with the investigators, giving them a ready-made antagonist in their new lives as the creature, now in human form, seeks revenge.

Too, a character could be driven temporarily insane at the sight of the Flying Polyps. If such a deranged character suffered from momentary paranoia, it shouldn't be hard for the keeper to suggest to him that the only escape from the evil plotters around him — after all, the other investigators and the Polyps must be in league, mustn't they? — is to pull that lever! This ploy probably will work only with players who really enjoy role-playing their investigators' insanity; if none are present, the Polyp ploy may have to do.

However the mental projector is activated, the keeper has the greatest control over the investigators' mental time jaunts with this sort of introductory scenario. Without understanding how the mechanism works, the characters lack control over where and when their minds travel: the keeper can place them into whatever non-1920s scenario he plans. Furthermore, the length of time that the investigators are in possession of their new bodies is at the keeper's choice. The scenario can be played out without fear of desertion by the investigators, unless they find other means of temporal travel. And since they've traveled courtesy of the stored power bank in the Great Race lab, they arrive at their destination with a full complement of magic points, ready to do battle with whatever Cthulhoid horrors await. Investigators who have time traveled into new bodies without an inkling of their fate should be penalized an additional 1D4 SAN loss if they fail a SAN roll. From the shock of it all, you know.

The disadvantage of this time-travel method is that it can be used only once. Should the investigators eventually regain their original bodies (unlikely if attacked by the Polyps), the keeper will doubtless find it difficult to lure them back into the Great Race laboratory. Save this avenue of time travel until it's useful — send the investigators on a one-way trip through time, perhaps to begin a new campaign in the 1890s, the 1980s or whatever period, without requiring players to begin again with new, inexperienced investigators.

A Final Ploy

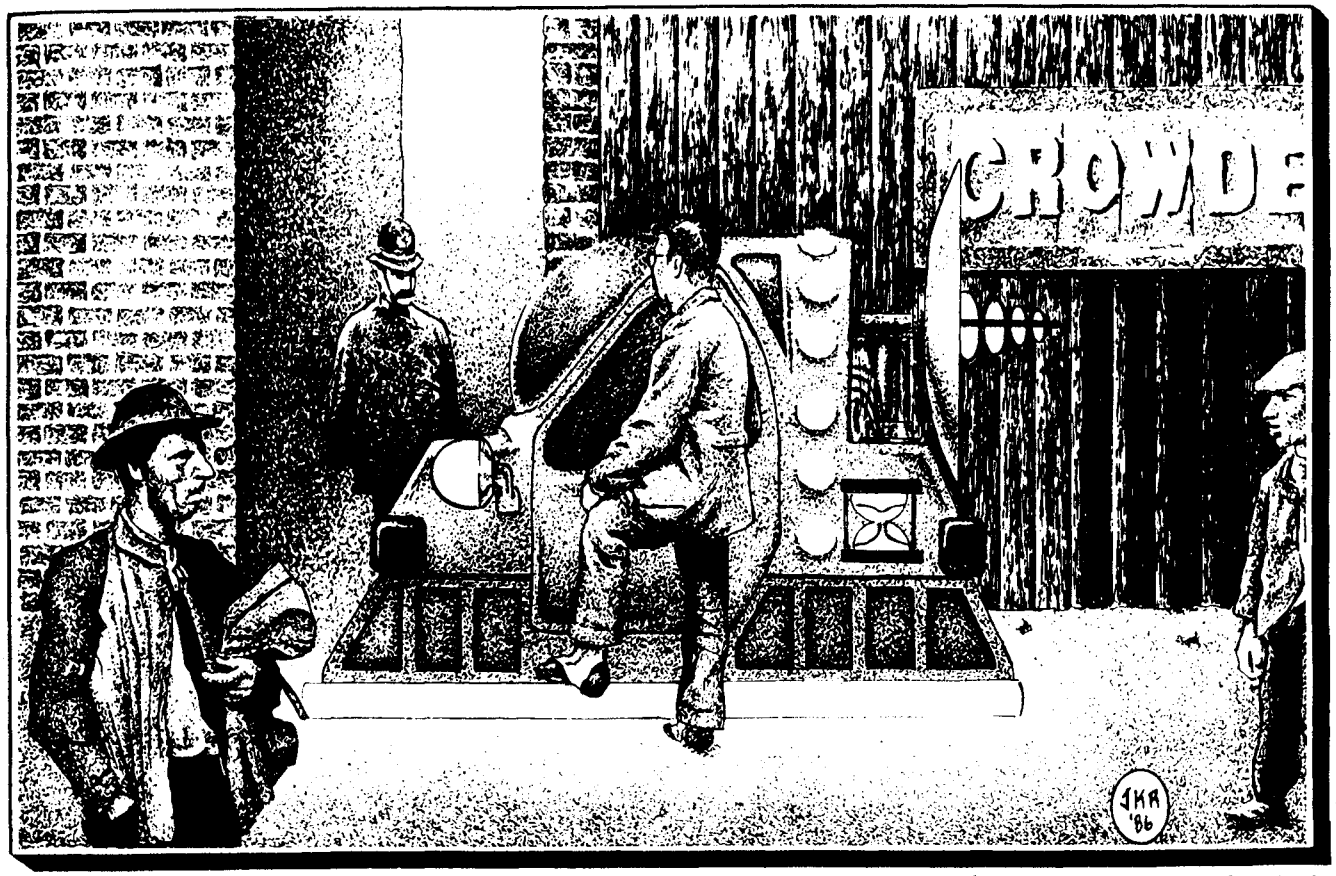
There is one other way of involving characters in psionic time travel without sending them on a potentially one-way trip. Other entities, human preferably, can send themselves into the 1920s and exchange minds with the investigators. In this way the keeper retains full control over the investigators' temporal destination and length of stay there, as well as the bodies they enter (since they are not activating the spell themselves, they'll have no control over this at all). Unless the casters have left a copy of the machine plans and instructions for the investigators to learn, they'll be stuck in the bodies of the original time travelers until it's time for them to return. And even if they were to learn how to time travel, the investigators have no guarantee it would send them back to their own bodies. Such a situation opens up interesting possibilities, as the investigators in other bodies track down the intruders who are wearing their own original forms).

But it stretches credulity that this method happens more than once. After all, the odds of the same individuals, out of all the Earth's inhabitants across time, twice becoming hosts for psionic time travelers must dwindle to zero, unless the keeper postulates that such an experience makes one especially receptive to displaced minds, so that they are drawn to investigatorial bodies like lightning to lightning rods. For a one-shot, non-1920s adventure, however, this method satisfies all of the keeper's needs.

Most of the problems time-traveling characters face with psionic time travel resemble those for other forms, and need not be elaborated upon. Uniquely, though, the investigators take on the personas of others, undoubtedly known intimately by at least a few in their own time. In their host bodies, the investigators cannot know acquaintances or even their own new identities. So when old Hiram suddenly doesn't recognize his friends, or even seem to know his own name, people are going to wonder about him. Few, if any, will be able to grasp the true significance of the strange behavior of the investigators in their host bodies, of course. In more enlightened ages, characters may be able to claim sudden amnesia. But in darker, more superstitious times, such a change in a person's character might be considered a sign that he's been possessed by the devil or a demon. Pity the poor investigator whose mind ends up in another body during such times in history as the Salem witch-hunts or the Spanish Inquisition, especially if his new body belongs to someone well-known among the community. Strapped to a medieval torture device or a burning stake, the hapless investigator might wish to be back facing the simple mercies of ghouls and nightgaunts in the relatively sane 1920s.

Summary

Psionic time travel has a solid Lovecraftian foundation for its use in a campaign, based on the record of the Great Race in "Shadow Out of Time." It requires more work on the part of the Keeper to integrate into an existing campaign, however, than would travel by Time Gate, and would be difficult to use repeatedly. This method of time travel is best saved for a one-shot or occasional scenario, or when the keeper wishes to permanently transport his regular player-characters into another time period (keeping in mind their altered



" 'Er now, 'er now, wots all this then?" The time traveler, partly blocking the drayage way, has neglected to provide for wheels.

forms in the new era). If it appears that players would be too distressed at the changes in their investigators resulting from the amalgamation of the characters' minds with the host bodies, producing characters over whose capabilities the players have much less control than normally, then the keeper may wish to consider using a different type of time travel than mental projection. With a group which enjoys roleplaying challenges, however, psionic time travel offers the most opportunity for real roleplaying.

Time Machines

The most common form of time travel in science fiction is that which uses a scientific device to physically carry or propel temporal tourists through the continuum. While time machines may seem least in keeping with the dark fantasy side of the Mythos, remember that Lovecraft wrote science fiction as much as he did fantasy. The transdimensional beings of much of the Mythos have behind them a rational explanation, if one ghastly and other-worldly. And there are enough instances of ancient science and mad geniuses within the Mythos to allow the valid introduction of time machines into a campaign. After all, it might really throw a curve at a group of players who are expecting a Cthulhoid cause for a rash of disappearances to learn, too late, that the vanished have disappeared through the doors of an experimental time machine, from which all their Elder Signs and Star Stones of Mnar cannot protect them.

Time machines come in two general classes, those resembling Gates in that they propel travelers from a stationary device in one era to a different point in time, and true vehicles that journey with their operators through time. The most well-known example of the latter is from, of course, H.G. Wells' original novel, *The Time Machine*. TV's "Time Tunnel" from a decade or so back used the stationary time insertion device: it stayed in the present, while sending its voyagers into the past. Stationary time projectors may or may not have the ability to retrieve those transmitted through time; time vehicles usually provide the means for their operators' return. Choose the device by deciding the amount of control over temporal travel useful to the campaign or adventure. With a mobile time vehicle, investigators are quite free; with a stationary device, unless they have an non-player-character friend to operate it, the investigators' temporal excursions are at the mercy of the keeper.

Any time machine introduced should come from a source outside the group of investigators. Actually inventing a time machine should be beyond the average player-character. After all, in spite of all the physics and mathematics geniuses who have lived during the past century, not one has yet invented a time machine (at least that we know of). Should a group of

investigators, whose main occupation is fighting Cthulhu and company, have any better success?

Investigator-built time machines should be rare in Cthulhu campaigns. If, however, the keeper wishes to allow frequent time excursions over which the investigators have some measure of control, he may always allow them to make the acquaintance of an non-player-character scientist who has developed a time machine of his own. Of course, this genius is held in incredulity by his colleagues, but perhaps investigators will listen to him, for which he'd gratefully demonstrate his device to them — perhaps by sending them on a trip through time. (He may send skeptics on a temporal journey just to show them he's no crackpot after all.) And the scientist might turn out to be a Great Race member in disguise who had built a physical time-travel for some reason.

Configurations And The Plot

As evidenced by countless science fiction stories, a time machine can look and function like almost anything. Stationary time machines can take the form of projectors that shoot out a "time beam" vaults which contain a "time field," or gates, portals, or tunnels through which one walks from the present to another time. Mobile time machines can be shaped as anything from pocket watches to police call-boxes to time spheres — vehicles in which travelers are transported or devices that generate a temporal field and accompany the travelers. Wells' time machine was a one-man vehicle, capable of moving its pilot through time, but not space. Poul Anderson's Time Patrol stories featured a sort of time scooter, a one- or two-man anti-grav bike that could travel through time and from place to place on earth like any other vehicle. The exact type and shape of time machine is a matter for the keeper, bearing in mind that control rests firmly in his hand with a stationary time projector, and in the players' hand with a time vehicle.

One example of a stationary, projector time machine which occurs in Cthulhu Mythos literature is the Time/Space Machine, first introduced in Frank Belknap Long's "The Horror from the Hills" and prominently featured in "The Curse of Chaugnar Faugn" scenario, published by Chaosium in *Curse Of The Chthonians.* This device is a bizarre conglomeration of spheres and crescents that projects a green beam of reverse entropy, causing whatever the beam touches either to cease to exist or to be propelled back in time to some point in the past (its inventor wasn't sure which). It can easily be assumed that the Time/Space Machine actually does send its victims, at least those as short-lived as humans, into another era. Unfortunately, due to its nature and erratic operation, the Time/Space Machine cannot bring back anyone. A keeper would use this device when he wants a one-way trip for his investigators.

Investigators might become involved with time machines in several ways. Perhaps a colleague at Miskatonic U. confides that he has built such a device. The colleague could genuinely wish to share his discovery with the investigators so that they could assist him in the exploration of the past or future, granting them the opportunity to traverse time at will. Or the colleague could confide in the investigator to net some guinea pigs for temporal experimentation. The latter ploy best lends itself to use with a stationary time projector and gives the keeper full control over the group's time travels. A time vehicle, unless remotely controlled, would best be saved for voluntary travels with a benevolent sponsor, for reasons of scenario control discussed earlier. (To separate time travelers from their time machine, keepers might adapt ideas from the "Doctor Who" TV series, in which the Doctor is often separated from his TARDIS for various reasons and for sufficient amounts of time to allow him to work out the episodic plots.

(Or simply take a page from Wells: while the investigators are away from it exploring the territory, the Cthulhoid menace the keeper has ready for them to confront can cart off the time machine to where the investigators will never retrieve it without playing out the scenario. Protecting the sole link to their own time can powerfully motivate the investigators on to face those Sand Dwellers, Serpent Men or Deep Ones threatening mankind's future sometime in the past.)

Characters could conceivably stumble upon an existing time machine in the course of more mundane investigation. A private investigator or journalist character, for example, might be delving into the disappearance of one or more individuals, either at the behest of the vanished relatives or friends, or as an assignment for his newspaper. The trail could lead to an odd scientist sort, for whom the missing person had been employed in some manner. Eventually the trail of clues could lead the intrepid investigators to search the scientist's lab, perhaps confronting the man himself, accusing him of doing away with the missing person. Either procedure could lead to a trip through time for the inquiring characters as they accidentally activate their antagonist's time projector hidden away in his lab, or as he lures them into it himself to put an end to their meddling. Investigators with some scientific qualifications might finagle themselves into part-time positions as the scientist's assistants (if his last one is missing, he might need more) to further their investigation of the man's part in the disappearances, and in turn find themselves becoming his next guinea pigs in his temporal tests.

To turn again to the reverse ploy, it is possible that investigators might stumble across the time vehicle of a traveler from another era who is currently exploring the 1920s (or be caught in a time beam aimed at the 1920s by an advanced society, whether from the future or the past). Getting trapped aboard, either by chance or design ("Hmmm, interesting specimens there — typical of this time period; would look good in our time zoo back home!"), the investigators might find themselves whipped far away from their own time. Being returned to their own time would depend either on their ability to commandeer the device or on their performing some deed for their captor(s) that would

win them their freedom. ("Yesss . . . we have this little dhole problem for which we could use some help, and you being acquainted with this sort of beastie from your 20th century efforts, well . . . .") Or the group could be caught up in the wake of a time machine that was just passing through, perhaps that of H. G. Wells' Time Traveller, and be sucked into the 1890s, where they'll somehow have to track down the voyager and persuade him to return them to their own time.

If the keeper doesn't mind mixing advanced science with the ancient sorcery of the Cthulhu Mythos, a time machine can validly introduce time travel into *Call of Cthulhu*. Generally speaking, though, a time machine should be the product of alien technology, not human, in order to protect both the mysterious power of the device and the keeper's sometimes fragile plans.

Other Means

Two other time travel methods can be mentioned briefly. One involves slipping through a momentary weakening of the continuum into another time by means of a time warp, occasioned by some accident of nature such as a powerful bolt of lightning. Characters surviving such elemental force might find themselves teleported to another time rather than being fried, losing 1D4 SAN to stupefaction. L. Sprague DeCamp used this means of time displacement for his protagonist in his novel, *Lest Darkness Fall*. While such warps might be generally rare and result in one-way trips, the keeper could postulate that time vortexes are relatively common in areas of the world such as the Bermuda Triangle or the Devil's Triangle in the Pacific. A boatload of investigators sailing through a storm could find themselves in another time period, only to be returned to the 1920s by yet another storm-based vortex, as in the movie *Final Countdown*.

When dealing with the Mythos, one might find an ancient artifact imbued with the immense magical and extradimensional powers of the Outer Gods or the Great Old Ones themselves. Conterminous with all time and space itself, Yog-Sothoth, in its aspect as Tawil at'Umr, the Opener of the Way, has the power to send beings through various dimensional planes into other times and periods of history or the future, provided one can survive such contact with that god.

Common Problems

Impromptu jaunts through time provoke unique problems, even for anti-Cthulhu crusaders, and ones without regard for the type of time travel employed. Questions other than "How do we get back?" may seem inconsequential until an investigator realizes that the Roman centurion is eyeing his 20th century get-up, or that the English for "I'm a friend" is meaningless to the Mongol horsemen bearing down, or finds himself in jail for attempting to pass funny money (1920s U.S. dollars) while in Washington, D.C., for the inauguration of Abraham Lincoln. Since the future is imponderable, this section mostly concerns itself with the past, assuming that keepers can easily extrapolate these situations to the future.

LANGUAGE: The greatest problem time travelers face in temporal journeys more distant than a few centuries from their own time: how to speak the lingo? Characters who restrict their time travels to English-speaking areas of the world — America, England and her colonies, etc. — shouldn't have much trouble understanding and being understood as long as they don't go earlier than the 16th century or so. And, around London and parts of the south of England, travelers can be understood (with some difficulty) back to the beginning of the 14th century. Beyond those areas and times, spoken English as we know it will not exist, for the French of the aristocracy and the Old English of the conquered Britons had not sufficiently blended to form London-dialect Middle English.

Characters will be unable to pass themselves off as natives at any time prior to the 19th century. Read/Write English rolls will be required when reading hand-written documents before the 18th century — handwriting was once a true expression of personality, down to spelling, syntax, and vocabulary. Even in time periods closer to the 1920s, language skill rolls could be required when dealing with English speakers who use period slang or regional dialects — country folk in Yorkshire or the criminal brotherhood of 1890s London, for example. (Investigators with History skills that conceivably cover historical slang may be allowed, at the Keeper's discretion, to add part of their History skill to that of their language skill in attempting to communicate with such speakers, but this is truly an area for Linguist skill-users.)

In much of western Europe and the Mediterranean, variously-pronounced versions of Latin will be spoken by churchmen, administrators, and important traders for several thousand years; classical Greek serves the same function in parts of eastern Europe and the Middle East; Arabic, especially written Arabic, is useful in the Mediterranean, north Africa, and the Middle East back to about the 8th century A.D. Keepers interested in far-removed campaigns should study the linguistic history of the region to get clues about the inhabitants.

As a general (admittedly imperfect) rule, languages do not stabilize until writing develops. If the region of your campaign has no written language, you must make your own rules as to what seems sensible.

LANGUAGE SKILLS MODIFIERS: As any character travels back in time, deduct 10 percentiles per century from his relevant Speak Language skill, down to a base of 20% so long as some version of the tongue is still spoken. If the character has the Linguist skill, allow the ability with the spoken language to rise to the level of the Linguist skill, but no higher. When a tongue is no longer spoken, Linguist allows the previous language to be learned faster, but provides no initial fluency.

For every 1000 years into the past, halve speaking skills for Latin, Classical Greek, Arabic, Sanskrit, and

Mandarin Chinese. Before 500 B.C., none of these languages can be relied upon to exist even in known areas of origin, and Arabic is not widespread before the 8th century A.D

In learning a language from a native, for each month spent intensively learning, an investigator gains his INT percentiles of proficiency in the language. When his skill raises to his INT x5 or higher, he may continue to learn only by experience. Don't worry about delays this way — your investigators have all the time in the world.

Conversing with people in the farther past will be difficult. Civilization and systematic education as we know them are very new. Emphasize the usefulness of the Linguist skill; allow investigators to learn some language quickly when they are immersed in it; forget about language difficulties when not useful to the adventure.

CLOTHING: Although characters psionically time-traveling into another body won't have to worry about this, investigators who've entered another time period via Gate, time machine, or other method look very out of place in their 1920s duds if they've traveled more than even a few short years into past or future. Characters whose journey can be measured in decades or in centuries are sure to stick out quite noticeably.

Elements of apparel most Americans take most for granted (shoelaces, neckties, etc.) were non-existent not long before the 1920s. Characters whose temporal journeys are under their own control will want to do some extensive research and probably patronize a local tailor so that they can appear properly dressed on their jaunts into past. (Investigators might wish to establish a local amateur theatre troupe or some similar blind as a cover for their activities.) Or, arriving in 18th century London and presumably being well-supplied with gold, they can commission decent clothing from tailors there: imagine the hustle and bustle of the shop, and the curious stares!

Characters involuntarily transported through time will want to secure period clothing as soon as their plight becomes apparent to them. They might be able to purchase (but see next problem) or barter for appropriate clothing, but they may just as well be forced to steal it. If worse comes to worst, they could perhaps get by with ripping and dirtying up their clothing beyond recognition, merging in with the poorest of the local population. Of course such anachronistic niceties as shoes or zippers might have to go. And watches — uh-uh!

MONEY: Time-traveling investigators' paper 1920s cash will not be accepted very far in the past. Central uniform currency did not exist in the United States even a century before, though gold coins always spoke powerfully. Merchants were pretty much on their own, as to what deals were acceptable to them, and the Fast Talk and Bargain skills should be much-used. Keepers who plan to emphasize time travel in their campaigns should understand that the players will quickly figure

Coins change: on the left a British penny dated 1863; on the right the same coin dated 1900.

out how to routinely defeat money/barter problems, however much fun those problems are the first time.

But the first time could be fun. Imagine how the investigators might have to convince a general store owner in Civil War Boston (or worse--Confederate Raleigh) that those funny-looking "greenbacks" are really legal U.S. tender. Suppose the investigators try passing paper money before it existed? Coins might be refused if bearing later dates than the year in which a character attempts to pass them, in spite of the intrinsic value of the metal, and characters in earlier time periods could be excused for failing to recognize coins with unfamiliar insignia as real money. Or suppose that the anachronistic coins were accepted, and later turn up concrete evidence of temporal capabilities. Passing 1920s currency would be much easier in post-'20s years, even if it had to be sold as collectors' items rather than used as straight money (a clever investigator might realize considerable profit — in inflated money, of course — if he's managed to transport the right sort of coinage into the future and doesn't get too greedy. Certain pitfalls exist: for example, transporting gold coins into a post-FDR era, when private possession of gold was illegal. Characters would have to wary of bringing future currency back into the 1920s, as well.

Characters who time travel under their own volition should plan to take back only currency appropriate to the era they'll be visiting or else arrange to take items that could be bartered or sold for the proper coin of the time. Visiting antique coin dealers would be an expensive way to equip oneself with period currency. Only dilettantes can afford this. Characters might be able to counterfeit the correct currency. Even if it succeeds, any person of the time who inspects a successful forgery can detect the counterfeit with a Spot Hidden roll (an unsuccessful forgery can be spotted by an Idea or Know roll), though if the coin contains the correct amount of precious metal most will overlook this.

Characters who find themselves transported through time against their will would find it prudent to divest themselves of any anachronistic currency as soon as they realize their situation. Paper money is useless, so they should burn it at once or sell it as curios only. Coins may be melted down for their precious metal.

Anachronistic dates, designs, or insignia should as soon as possible be scratched off the coin if a character intends to attempt to pass it as money.

Investigators who use psionic time-travel and are in the bodies of individuals native to the period have no worries about anachronistic money. Depending on the social and financial position of their host in the community, their main worry might be obtaining enough local money just to get by.

IDENTITY: Investigators transferring physically from a different time period might seem out of place not only by their strange clothing, if inappropriately dressed, but by mannerism or even by their existence. In many eras, strangers of any kind were suspect, and often unwelcome, particularly if manifestly different from the average citizen. In some places at certain times, such as later 19th and 20th century Europe, citizens are required to have identity papers. The lack of such meant imprisonment and questioning at best and, in extreme times the firing squad ("Amerikaner Spy!") at worst.

Characters who have some control over their time travel will want to spend time to establish a cover identity (foreign trader, tourist, student, etc.) to explain their presence in any particular time or place. The cover need not be elaborate, just enough to get by without seeming too odd. Involuntary time-trippers should lie low long enough to get enough facts about the time and its people and customs to devise an impromptu cover, though if they don't speak the language and have little knowledge of the time in question

How and where a character emerges from the time continuum may also have a detrimental effect on his continued well-being. Popping out of nowhere via gate in the midst of a medieval Spanish hamlet is a near-certain way to get oneself burnt at the stake for witchcraft. Ditto materializing seated on a metal monster with glowing "eyes" and a strange whirring roar. Investigators in control of their journey would be wise to do enough study so that they can know where they'll be able to appear in out-of-the-way areas, far enough from the beaten path to avoid straining the SAN of simple minds. The same can be said of traveling to more enlightened times, where the onlookers might not be so much frightened as desirous of learning the secrets (by torture, if necessary) of the wise man who can transport himself from one spot to another by such means as appropriate. Those who suddenly appear among a crowd had better be ready to do some fast talking, perhaps passing themselves off as clever charlatans, mountebanks, prestidigitators, or other showmen. Of course, this may be difficult if the investigators doesn't know the language.

PARADOXES: Should they occur, paradoxes could be the greatest problems faced by time travelers: accidentally (or purposely) changing history, meeting oneself at a younger (or older) age, making predictions based on historical knowledge, etc., are incidents of great power and great danger. Time-traveling investigators and their keepers must constantly guard against creating a paradox that would threaten the time/space continuum. Few shocks could be as great in an established campaign as returning to one's own time only to find everything has changed radically because of your actions in the past, especially should it turn out that you no longer exist in this new version of the 1920s. Do not allow paradoxes to be toyed with unless stern retribution accompanies the actions, and try to find ways to re-correct the continuum, or the campaign risks dissolution, no matter how tempting it might be for an investigator to wade into Custer's Last Stand with a Maxim machine gun, or to summon a flock of Byakhee to intercept the Japanese attack force headed for Pearl Harbor.

The easiest way to avoid paradoxes is to eliminate them by declaring that the continuum is too strong for insignificant investigators to make drastic changes in its patterns. Investigators have plenty on their hands dealing with Cthulhu and his friends to worry about time paradoxes. Except in specific cases in particular scenarios, leave the question of paradoxes alone and show that the continuum resists the change: attempts to save Custer's men might prove futile due to Yig's presence at the 7th Cavalry massacre, for instance.

While investigator efforts are too puny to have lasting effect on the time/space continuum, the same can't be said about the powerful beings of the Mythos which conceivably could change history, and not for the better. Investigators would have to devote all their efforts, aided by the natural resistance of the continuum, to foil these sinister threats to history as we know it. If they succeed, then their actions have always been a part of history as we know it. And the continuum is flexible enough to allow for their minor actions, so investigators continue to have free will or its illusion in their temporal ventures. Though if they fail to thwart the evil plans of, say, Nyarlathotep, things could go badly for their home time period.

On the other hand, if a keeper feels up to the challenge and his players concur, he could allow for paradoxes, routine changes in history and the like as a matter of course. His investigators could then act as a "time patrol" protecting all of recorded history from the mayhem of the Outer Gods and other malicious forces that seek to wreak havoc with history. Of course, if things went that far, keepers and players wouldn't be playing *Call of Cthulhu* anymore. Such a campaign should not be undertaken lightly.

Normally, the only instance in which investigators should have to worry about paradoxes is in the case of characters transported permanently to a time shortly enough before the 1920s that they might expect to live through a period in which their younger selves already exist. Investigators from the 1920s who end up stuck in the 1890s, for example, might conceivably live again through their own "early years."

To avoid such paradoxes (unless they actually can remember meeting their present older selves when younger), investigators should shun contact with their

younger selves, perhaps even changing their names or appearances to prevent anyone else from finding a link between the aging professor of archeology and the earnest young student of the discipline.

Specific scenario problems occur as the investigators wander through time — being recognized as a relative by one's own mother before one is born when visiting a recent period of the past, for example. But it should be clear that with a little forethought and common sense on the part of both keeper and players, time travel adventures in *Call of Cthulhu*, whether frequent or rare, can prove challenging fun for all involved. ■

Scenario Suggestions

Here follow ideas for 1890s adventures drawn from the literature of the period, especially the Sherlock Holmes stories and the writings of H.G. Wells.

"The Yorkshire Horrors" scenario included in this box can help a keeper start his players on an 1890s Cthulhu campaign set in England. Before other 1890s adventures are published, a keeper should have little trouble devising other Victorian episodes. As a matter of fact, quite a few of the existing scenarios published by Chaosium and its licensees can quickly be reset in the 1890s (after all, it's only thirty years earlier than 1920 — closer in time than we ourselves are to the 1920s). Shift the dates, make communications less efficient, and slow down the transport. Even the settings could be switched to London or some other spot in the British Isles. Those readers of Ramsey Campbell's Mythos works could easily transubstantiate Arkham settings to Campbell's Severn Valley region. And the British settings of Brian Lumley's Mythos stories might also prove appropriate as a source of ideas for 1890s Cthulhu investigations.

Many scenarios can be derived from period fiction. For straight detective or mystery themes, any of the sixty Sherlock Holmes stores by Doyle (or the numerous pastiches by other authors) could serve as models, as could the cases of other Victorian detectives narrated in such volumes as *The Rivals of Sherlock Holmes*. The scientific romances of H.G. Wells stimulate the imagination, as do those of his contemporaries in the field (some have been collected in a volume as *The Science Fiction Rivals of H.G. Wells*). There are also several available collections of Victorian horror stories, such as *Terror By Gaslight*, edited by Hugh Lamb. And the works of Arthur Machen, William Hope Hodgeson, and Algernon Blackwood are especially recommended. Arthur Conan Doyle wrote a number of stories other than those about Sherlock Holmes — including horror and science fiction — that make good sources of ideas. Even the works of Charles Dickens might trigger ideas for creative keepers looking for London settings.

Keepers interested in foreign locales might consult any of several books by H. Rider Haggard; they are especially good sources for 'lost race' scenarios. And, though they were set in the early 20th rather than the 19th century, the Fu Manchu stories of Sax Rohmer could keep investigators in business for quite some time tracking down the horrors and depredations of oriental Cthulhu cultists operating out of Limehouse (the Si Fan of Rohmer's tales are not so very different from your average Cthulhu cult, once the Great Old Ones are added to the formula). And, of course, other period classics such as Bram Stoker's original *Dracula* can suggest ideas for Victorian roleplay as well.

Holmes Timeline

Sherlock Holmes is the best-known character in late Victorian literature. Since some of his cases were unusual, a collaboration between Holmes and a group investigating occult events will seem natural to players.

The Game's Afoot! © Dean Morrisey 1988.

HOUSE
COURAGE HOUSE

A keeper might involve investigators in one of Holmes' recorded cases, or perhaps have the investigators consult with the great man about a new matter.

Investigators should not expect his quick interest and acceptance. After all, Holmes considered himself a rational thinking machine, and belief in the occult was not among his foibles. In his adventure with the Sussex vampire, Holmes declared that his agency had its feet planted firmly on the ground and that no ghosts need apply. Still, if his recorded cases all had natural rather than supernatural agents at their cores, some of those at which Dr. Watson hinted seemed to involve men who vanished into thin air, ships that disappeared without a trace, and all manner of strange beasts — red leeches, worms unknown to science, and gigantic rats. Holmes said that when the impossible was eliminated, whatever remained, however improbable, must be the truth. Investigators who manage to convince the master sleuth of Baker Street that the horrid beings of the Mythos not only aren't impossible, but are frighteningly real, would find themselves with a valuable ally. But Holmes does not long suffer those who lack evidence and good character.

The trick for the keeper will be to introduce Holmes, and let the investigators and players partake of his thinking and mannerisms, yet to stop the great man either from running away with the case or from arguing stupidly and rigidly that such things are impossible. First play "The Yorkshire Horrors," perhaps, so that the investigators and Holmes establish friendship. Notice in that adventure how Holmes comes and goes, so that the investigators have plenty to do on their own and yet have a potent ally lurking in the wings if things go too wrong. Holmes is not above deceiving them about his intentions, just as he has been glad to do to Dr. Watson upon occasion, in order to mystify the villains of the story. Let Holmes have his silences, his bouts with the violin, his scribbled telegrams, his masterful disguises. Leave the investigators Dr. Watson: all of them must be Watsons, for there can be only one Sherlock Holmes.

The following timeline both lists those cases recorded by Dr. Watson and those considered 'untold tales' that occurred in the 1890s. Many of Holmes' most famous cases took place in the 1880s, including *The Hound of the Baskervilles, A Study in Scarlet,* and *The Sign of the Four.* Yet Watson records that the years from 1894 to 1902 were Holmes' busiest, that there were no public cases of any difficulty about which he was not consulted, and that there were literally hundreds of private cases in which he was involved. Perhaps some of the last involved Mythos investigators.

The timeline dates derive from the excellent chronology devised by the eminent Sherlockian, the late William S. Baring-Gould. The title of each published tale is given within quotation marks, followed in bold by the name of the collection in which the tale appeared. A single-sentence summary then follows. The titles of untold tales are merely capitalized. Aside from a few speculations, keepers must use their imaginations there.

Holmes remained active into the new century, until retiring to keep bees at a little villa on the Sussex Downs in late October of 1903. But he came out of retirement at least once, and may be inclined to do so again, especially if investigators have alerted him to the growing menace of the Cthulhu Mythos.

The Year 1890

Monday, March 24, to Saturday, March 29. "The Adventure of Wisteria Lodge," *His Last Bow.* A mur-

Baker Street about 1890.

der at a country lodge in Sussex may have involved voodoo rituals.

Thursday, Sept. 25, and Tuesday, Sept. 30. "Silver Blaze," *The Memoirs of Sherlock Holmes.* A famous racehorse is stolen and its trainer murdered. Holmes clashes with Merridew "of Abominable Memory." (Could he have been abominable in the same way that the Terrible Old Man was terrible?)

Friday, Dec. 19, to Saturday, Dec. 20. "The Adventure of the Beryl Coronet," *The Adventures of Sherlock Holmes.* The priceless Beryl Coronet, a great national treasure has been stolen and returned — but with a piece missing — by a seemingly unlikely culprit.

Late December. Holmes performs a Service to the Royal Family of Scandinavia.

The Years 1891-1894

Late December 1890 to March 1891. Holmes looks into a Matter of Supreme Importance to the French Government.

Sunday, Jan. 4, through late April. Holmes engages in final clashes with the infamous Professor James Moriarty, Napoleon of Crime, leading to the breakup of the Professor's criminal organization.

Friday, April 24, to Monday, May 4. "The Final Problem," *The Memoirs of Sherlock Holmes.* Holmes' clash with Moriarty appears to lead to the death of both at the Reichenbach Falls in Switzerland.

May 4, 1891, to April 5, 1894. Holmes, thought to be dead, travels through Europe, Asia, and the Middle East, fleeing remnants of Moriarty's organization in the person of Col. Sebastian Moran.

Late 1891 to September 1893. Holmes traveled in Tibet and Nepal, posing as a Norwegian guide, visiting the High Lama at Lhassa (and perhaps delving in the secrets of the Mi-Go).

September to November 1893. Holmes traveled the Middle East, through Persia and Arabia, visiting in disguise the sacred city of Mecca (and Irem, City of Pillars?), dropping in on the Khalifa at Omdurman.

November 1893 to March 1894. Holmes in Montpelier, France, studying coal-tar derivatives at a lab there.

July 1891 to December 1893. Dr. Watson, living in Kensington, writes the stories which will compose the *Adventures* and the *Memoirs* for the *Strand* magazine. During this period his wife Mary dies.

Thursday, April 5, 1894. "The Adventure of the Empty House," *The Return of Sherlock Holmes.* Holmes returns to London to apprehend Moran for the murder of Ronald Adair.

May. The Repulsive Story of the Red Leech and the Death of Crosby the Banker. (Could the "leech" have been a young Chthonian?)

July. The Addleton Tragedy and the Singular Contents of the Ancient British Barrow. (What ancient, possibly Druidic horrors might it have held?)

October. The Tracking and Arrest of Huret, the Boulevard Assassin.

Wednesday, Nov. 14, to Thursday, Nov. 15. "The Adventure of the Golden Pince-Nez," *The Return of Sherlock Holmes.* Another murder in the country, a secretary's carotid artery slashed by a knife made from sealing wax.

December. The Shocking Affair of the Dutch Steamship ***Friesland.*** (What Cthulhoid terrors might it have carried in its hold, or risen from the deeps to destroy it?)

The Year 1895

Friday, April 5, to Saturday, April 6. "The Adventure of the Three Students," *The Return of Sherlock Holmes.* Holmes investigates the theft of exam answers at one of England's great universities, probably Cambridge.

Saturday, April 13, and Saturday, April 20. "The Adventure of the Solitary Cyclist," *The Return of Sherlock Holmes.* A young lady is followed by another mysterious cyclist when riding to catch the train to London.

May 1895. The Famous Investigation of the Sudden Death of Cardinal Tosca.

June 1985. The Arrest of Wilson, the Notorious Canary Trainer.

Wednesday, July 3, to Friday, July 5. "The Adventure of Black Peter," *The Return of Sherlock Holmes.* An investigation of the murder of Captain Peter Carey, found transfixed to his wall by a harpoon.

Tuesday, Aug. 20, to Wednesday, Aug. 21. "The Adventure of the Norwood Builder," *The Return of Sherlock Holmes.* A retired builder in Lower Norwood has been murdered, his charred remains found in a burnt-out timber stack and a bloody thumbprint points to a young solicitor.

October. The Remarkable Case of the Venomous Lizard. (Serpentmen? Lloigor?)

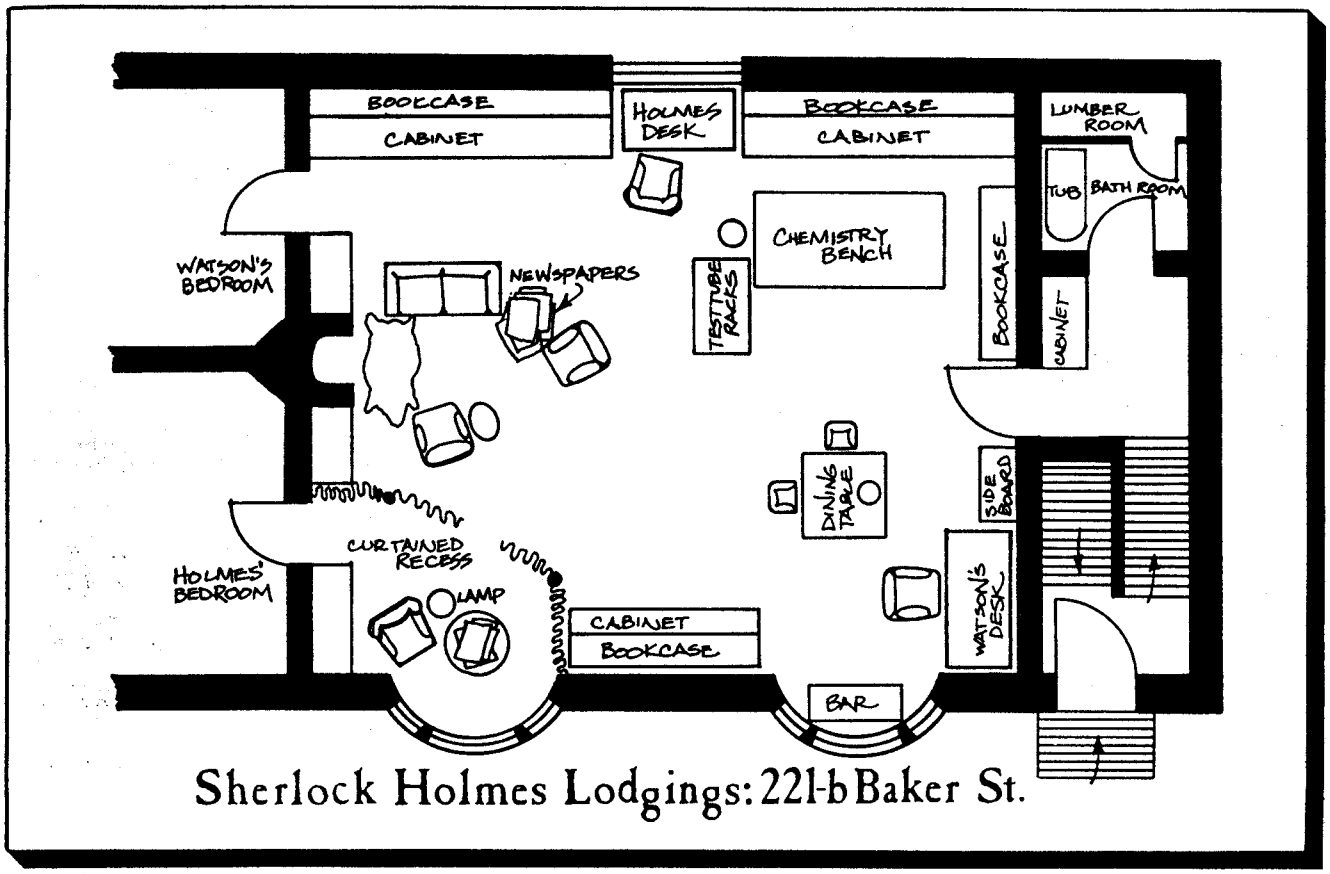
Thursday, Nov. 21, to Saturday, Nov. 23. "The Adventure of the Bruce-Partington Plans," *His Last Bow.* The body of a young clerk at the Royal Arsenal is found with the top-secret plans for the Bruce-Partington submarine in its pockets, causing Mycroft to summon his brother in the interest of the Empire.

The Year 1896

April. The Yorkshire Horrors, in which Holmes' eldest brother Sherrinford is accused of murder, leading to an investigation that uncovers a cesspool of ancient horrors: black magic afoot in the 19th century!

October. "The Adventure of the Veiled Lodger," *The Case Book of Sherlock Holmes.* A South Brixton landlady consults Holmes about her mysterious lodger, a woman who wears a veil and shouts "Murder!" during the night.

Thursday, Nov. 19, to Saturday, Nov. 21. "The Adventure of the Sussex Vampire," *The Casebook of Sherlock Holmes.* A husband fears his wife to be a



vampire after finding her apparently biting the bleeding neck of their infant son.

Tuesday, Dec. 8, to Thursday, Dec. 10. "The Adventure of the Missing Three-Quarter," *The Return of Sherlock Holmes.* A member of the Cambridge Rugby Team has disappeared the night before a big game with Oxford, and right after a rough-looking man delivered him a note.

The Year 1897

Saturday, Jan. 23. "The Adventure of the Abbey Grange," *The Return of Sherlock Holmes.* Three members of the Randall gang have broken into Lady Brackenstall's house, tied her up, and beaten her husband to death — or so she relates.

Tuesday, March 16, to Saturday, March 20. "The Adventure of the Devil's Foot," *His Last Bow.* In Cornwall, a woman is found dead and her two brothers laughing insanely around a card table, leading to Holmes and Watson nearly succumbing to The Cornish Horror.

The Year 1898

July. The Case of the Two Coptic Patriarchs.

Wednesday, July 27, to Wednesday, Aug. 10, and Friday, Aug. 13. "The Adventure of the Dancing Men," *The Return of Sherlock Holmes.* A series of figures of tiny dancing men in various positions, as if signaling, spell terror for a woman.

Thursday, July 28, to Saturday, July 30. "The Adventure of the Retired Colourman," *The Case Book of Sherlock Holmes.* The young wife of a miserly old retired colourman (a preparer and seller of paints) appears to have run off with their neighbor and taken the old man's savings and securities.

The Year 1899

Thursday, Jan. 5, to Saturday, Jan. 14. "The Adventure of Charles Augustus Milverton," *The Return of Sherlock Holmes.* One of Holmes' clients is in the clutches of the blackmailer Milverton, "the worst man in London."

Saturday, May 20. The Disappearance of the Famous Black Pearl of the Borgias.

The Year 1900

Friday, June 8, to Sunday, June 10. "The Adventure of the Six Napoleons," *The Return of Sherlock Holmes.* When several plaster busts of Napoleon are destroyed in burglaries around London, and a dead body is found when one owner chases the thief, Holmes is consulted.

Thursday, Oct. 4, to Friday, Oct. 5. "The Problem of Thor Bridge," *The Case Book of Sherlock Holmes.* When the wife of a millionaire gold king is found shot, the likeliest suspect seems to be the governess, of whom the millionaire was quite fond. ■

Cthulhu And H.G. Wells

Herbert George Wells possessed one of the most brilliant imaginations of the century. His scientific romances were unrivaled in the popular literature of the day, with the possible exception of the work of Jules Verne. Wells originated many of the situations and devices popular in science fiction today: alien invasion, time travel, invisibility, genetic mutations, anti-gravity, etc., yet he was more concerned with the social effects of science and technology than with its nuts and bolts. As a reformer, he believed that the future must bring mankind to an egalitarian utopia, or that civilization might degenerate, perhaps into the visions he conjured in *The Time Machine* or in *The Shape of Things to Come.*

Cthulhoid ties can easily be developed from several of Wells' stories. For example, the arachnids encountered in "The Valley of Spiders," one of the creepier situations ever published, could conceivably be connected to the Great Old One, Atlach-Nacha. The rogue planet that struck Neptune, creating "The Star" that plunged toward Earth (in the story of that name) could be in actuality that infamous Great Old One of planetary proportions whose wanderings bring it into our solar system from time to time. While not, strictly speaking, horror fantasy, there are certainly plenty of horrifying scenarios available in *The Island of Dr. Moreau,* with its mutant beast-men and mad scientist. The sinister cephalopods in "The Sea Raiders" could easily be interpreted as degenerate Cthulhu spawn.

Then there was the invisible man, Griffen the albino, a former student at University College in London, who learned how to reduce his refractive index enough to become totally invisible. The method he used apparently drove him mad, causing him to plague first Iping Village and other small towns in Sussex, then to move on to London itself. The invisible man became a menace, one whom occult investigators operating out of London might find themselves called upon to stop. Perhaps the Powder of Ibn-Ghazi would be effective against this threat.

MORLOCKS
(Lesser Independent Race)

DESCRIPTION: Wells' *The Time Machine* featured beings reminiscent of the Mythos, the Morlocks. These troglodytes live in burrows beneath the earth, are clearly carnivorous, and are described as "bleached, obscene, nocturnal things," which communicate in "whisperings and odd sounds." The Cthulhoid nature of these future-dwellers is clear. Wells describes them as ape-like stooping beings with flaxen hair on their heads and running down their backs, and with pale chinless faces. Their most prominent features are their great, lidless, pinkish-gray eyes. They are completely nocturnal, and any bright light is painful to them, blinding them completely. They do not appear to be large in stature, and not excessively strong — the Time Traveller was able, with the help of an iron bar, to fight off a great number of them and escape unharmed.

NOTES: the Morlocks have an affinity for machinery. Their burrows are full of great machines that run continuously. They were capable of examining the Time Machine, taking it apart and putting it back together, even oiling its parts while it was hidden within the sphinx-like entrance to their burrows. It is possible that from this examination they might have eventually learned to duplicate the Time Machine, perhaps inadvertently (or purposely) returning to the 1890s — a sobering thought. The sewers of London would make an ideal hideaway for a colony of hungry, technologically-advanced Morlocks.

An unarmed Morlock can attack once a round, either with claw or bite. In their natural state in the future, they have no enemies, so have only simple weapons. However, their technological expertise is such that, given time, they could easily create devastating, advanced weapons.

Morlocks are blinded by any sort of bright light — even a match, though they can navigate easily in the dark. They leave their burrows only on dark nights; even the brightness of a heavily-overcast day is painful to their eyes.

MORLOCKS

characteristics	*dice rolled*	*averages*
STR	2D6+3	10
CON	2D6+6	13
SIZ	2D6+3	10
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6+6	13
Hit Points 12		
Move 8		
weapon	*attack%*	*damage*
Claws	40%	1D3
Bite	25%	1D4
Whip	25%	1D3

Armor: none.
Spells: none.
Skills: Climb 65%, Hide 55%, Mechanical Repair 50%, Operate Heavy Machinery 60%, Sneak 60%.
SAN: seeing a Morlock costs 0/1D6 SAN.

MARTIANS
(Lesser Independent Race)

DESCRIPTION: "A big, grey, rounded bulk, the size, perhaps, of a bear . . . rising slowly and painfully out of the cylinder. As it bulged up and caught the light, it glistened like wet leather. [The creature had] *two large dark-colored eyes* [and its head] *was rounded and had, one might say, a face. There was a mouth under the eyes, the lipless brim of which quivered and panted and dropped saliva. The whole creature heaved and pulsated convulsively.* [It further displayed several]

lank tentacular appendages, [a] *V-shaped mouth,* [and a] *fungoid, oily brown skin.*" — H.G. Wells, *The War of the Worlds.*

NOTES: these are perhaps the most Cthulhoid of Wells' creations. Wells' novel opens with great lights observed on Mars in 1894, that marked the casting of their great cannon which flung their invasion cylinders towards Earth. The great pulses of flame, one per night for ten nights in a row, marking the firings of the cannon, were easily observable by terrestrial astronomers, though no one grasped the significance until the first cylinder fell on Horsell Commons outside Woking, southwest of London. There the Martians emerged from the cylinder, making their base within the pit created by the crash of the cylinder, and assembled the first of their great tripod fighting machines.

Wells suggests that the Martians communicate telepathically. The Martians have a large eardrum on the back of their heads, but apparently can only hear certain sounds and tones. Their nearly-vestigial sense of hearing couldn't have been used by the Martians to carry on any more complex communications than the simple signals generated by the bleating horns of the tripod battle machines, used merely to call attention to one another or for help.

Mr. H.G. Wells

The Martians are vampiric in nature, extracting blood from their victims via long glass pipettes and taking it directly into their own systems for their nourishment. They are not feeble beings, despite their discomfort in our heavier gravity — they are able to move unaided, despite their increased weight, and humans grasped by Martian tentacles are rarely able to struggle free. Though the Martians employed mechanical aids when once established on Earth, probably they adapted devices used routinely on Mars, not machines specially built for the invasion.

The Martians were relatively vulnerable to injury, but the same was not true of their machines. The tripod battle machines were so heavily constructed that little short of a direct hit by artillery (or being rammed by the *Thunderchild*) could harm them. The construction machines are doubtless similarly well-made, though the Martians who rode these sat exposed atop them.

The tripod fighting machines were devastating war machines. They stood some 100 feet tall and could move at speeds up to 60mph. Though heavy artillery fire could disable these machines, thanks to the alien heat rays (aimed with a parabolic mirror) and deadly black smoke projectors, few field pieces got off more than a single shot before they were destroyed, unless achieving a hit on the first shot (and only one Martian machine was within sight). Belching green vapor at the joints of their tripod legs and from other parts of the alien machinery, the tripods were nearly invincible.

The Martian heat rays are best known. They could ignite buildings a mile away. The beam showed only a pale light when fired in darkness, and was invisible in daylight, marked only by the flames that sprang up where it hit.

More hellish was the Martian black smoke. This was discharged in canisters carried by the mechanical tentacles of the battle machines. One canister could be loosed per round. Smoke billowed out from the canister, quickly encompassing an area many yards wide and moving with the wind. This smoke was thick, viscous, and clinging, rising no more than 50 feet into the air.

In play, anyone on the ground and in the smoke's path is attacked by it — a potency 25 poison against CON. If the poison overcomes the victim's CON, he dies at once. Otherwise, he takes 1D6 damage and tries again next round. Successfully holding one's breath reduces the effective potency of the smoke to 15, though it is still quite deadly. The Martians often followed along after the poison smoke, using a wind device to blow it along toward a target area, or away from an place where it was no longer needed. The smoke solidified into a black, sooty covering when exposed to rain; such residue was harmless, but eating it is inadvisable.

Finally, the tripod war-machines had mechanical tentacles, simulating the Martians' own, with which they could grasp objects such as fleeing humans when the machines were not carrying heat ray projectors or black-smoke canister guns. The Martians often had cages mounted on the bodies of the tripod machines in which to bag humans they'd found among the ruins, to take back to their bases for dinner.

Can the vast, cool intelligences that were the Martians, with their great, plate-like eyes and clusters of tentacles around their mouths really be so distant in nature from Cthulhu, despite the differences noted?

Keepers wishing to involve their investigators in the War of the Worlds should have little problem integrating the struggle into campaigns. Rather than alter all future history, keepers may wish to limit the Martian invasion to its initial stages — the "meteor landing" southwest of London, some troop movements, and reports of disaster in the area. Of course, if the investigators fail to save the day, any keeper is justified in permitting a full-fledged invasion.

MARTIANS

characteristics	*dice rolled*	*averages*
STR	3D6+6	16-17
CON	2D6	7
SIZ	4D6+12	26
INT	3D6+6	16-17
POW	3D6	10-11
DEX	3D6+6	16-17
Hit Points 17		
Move 1		
weapon	*attack%*	*damage*
Grapple	50%	special

Armor: none. However, because the circulatory system of Martians is more diverse than that of terrestrial creatures, all physical weapons do only half damage.
Spells: none.
SAN: 1/1D8. Seeing a Martian feeding costs an additional 1/1D4 SAN.

MARTIAN WAR MACHINES

STR 80
SIZ 100
DEX as per operator
Hit Points 120 body (40 each leg)
Move 30

weapon	*attack%*	*damage*
Tentacle	30%	10D3 or Grapple
Heat Ray	80%	10D6*
Black Smoke	100%	pot. 25 vs. CON

** within 4-yard radius.*

Armor: 30 points.
Notes: each point of damage which penetrates the machine's armor gives the device an additional and accumulating 5 percentiles chance that it will break down. Additionally, the operator takes full damage from any attack penetrating the outer armor. If one of the tripod legs is reduced to 0 HP, the whole machine falls over and is no longer operational.
SAN: 0/1D4.

Invasion Chronology

First Day: first cylinder streaks through the sky over London just after midnight, causing the sky to glow green and producing a loud hissing noise; appears to be a meteorite falling to earth southwest of London. Cylinder lands on Horsell Commons outside Woking. Word-of-mouth news spreads via local schoolboys. By 4pm the evening papers read "A MESSAGE RECEIVED FROM MARS — Remarkable Story From Woking." By sunset, the Martians have emerged from their cooling cylinder. At twilight, they first fire the heat ray against representatives of the crowd observing them. By 11pm, soldiers cordon off the Commons.

Second Day: seconds after midnight, a second cylinder passes overhead, landing at Byfleet. The morning papers include a garbled account of the Martians killing some people with a rapid-firing gun, and the evening papers give a detailed account of the heat ray. By 6pm there is the sound of gunfire on the Commons, and at 7pm, the first battle machine rises from the pit.

Third Day: third cylinder falls in Surrey just after midnight; the tripods from the first cylinder are on the move to join with those of the second. During the afternoon, the village of Weybridge, between Woking and London, is destroyed by the Martians, as are its defenders, who first destroy one fighting machine with artillery. By twilight, the London papers are full of news of the disaster, and troops are stationed between the Martians and London. That evening, a second Martian is destroyed with artillery fire, but the gun battery is wiped out by the first recorded black-smoke attack.

Fourth Day: after midnight, the fourth cylinder falls in Surrey; and the Martians have reached the Thames Valley near Richmond just southwest of London by 3am. Morning papers describe the massacre in the Thames Valley, and people are streaming across Westminster Bridge shouting about the black smoke, which has devastated Richmond. By mid-day, the black smoke has reached Lambeth, and the Martians enter central London in the wake of a panicked mass exodus from the city. By 2pm the Martians have reached the Clock Tower at Parliament, waded down the Thames, and destroyed Limehouse, following the black smoke they've loosed.

Fifth Day: just after midnight, the fifth cylinder lands in Surrey, and the sixth on Primrose Hill, where the Martians establish their main base in London. By the end of this day, the Martians totally possess the city.

Sixth Day: the next cylinder lands at midnight, as do the rest, one per night on the next three nights. The Martians push eastward to the Channel, reaching it by 6pm, where the torpedo ram *Thunderchild* valiantly destroys two Martians before being destroyed herself by the heat rays. At twilight, the first of the Martian war machines takes to the air. A red weed, clearly from Mars, begins to appear along the Thames, crowding out native vegetation and poisoning life.

Tenth Day: Martians begin dying.

Twelfth to Thirteenth Days: Martians congregate slowly toward main camp on Primrose Hill to die.

Fifteenth Day: death of last of the Martians — invasion ends. ■

The Yorkshire Horrors

In which the investigators puzzle over strange events occuring on a Yorkshire estate, while great forces struggle for the Empire and the world.

Mr. Sherlock Holmes

Playtesters:
Barron Barnett,
Bruce Coleman,
Doug Femmel,
Karl Leatherman,
Randy Porter,
Larry Wheeler.

"The Yorkshire Horrors" is designed for four to six experienced investigators. Ways of bringing them to the 1890s are discussed in the time-travel chapter. Period investigators can be generated, of course; they should have some knowledge of the Cthulhu Mythos, and should know a few useful spells between them. If fewer than four investigators participate, or if either players or investigators are relatively inexperienced, the keeper may wish to adjust the scenario by providing more friendly non-player-characters sooner, or by lessening the malignity of the villains. Or he may not.

Major characters in this scenario include Sherlock Holmes and other fictional personalities such as Professor Moriarty, Dr. Watson, Mycroft Holmes, and so forth. A serious objection is that Sherlock Holmes' inclusion would cause the players to believe that their success was foreordained. Since Sherlock never fails, and they are operating under his auspices, how could their investigators possibly fail to solve the case and save England? Especially since they know that Sherlock probably will drop in at the last minute to save the day.

One way of defusing such objections is to point out to your players when they get too smug or self-assured that Sherlock Holmes did not perfectly succeed in all his cases. He failed to save the young hero of The Valley of Fear from hideous death at the hands of Moriarty's agents. At least once he feared that Watson had been killed, despite Holmes' efforts. And several times, though he solved the case, he did not do so in time to prevent a murder or other catastrophe. By his own admission at the middle of his career, he had been defeated outright four times. By the end of his career, he doubtless had been defeated several other times. This is not to denigrate Holmes' abilities, of course, just to point out facts. Even Holmes is not perfect. If your players comprehend this, your scenario will run more smoothly.

This reasoning, of course, only holds true if you, the keeper, are willing to put teeth into your threats. Your players must believe that, should they fail, you are perfectly ready to have Sherrinford Holmes hung for a murder he did not commit, and to have Mycroft Holmes murdered by Sherlock's enemies. This will put real anxiety into their hearts and make the scenario live for them. And, if worst comes to worst, you may have to live up to this — actually killing off one or more of Holmes' family. If you are forced to this, by the way, and Mycroft has been killed, then you should have severe repercussions afflict the British Government. You may even wish to hint to the players that their investigators' failure to save Mycroft has led to the massive ineptitude displayed by the British government during the First World War. The thought that they personally are at least partially responsible for 'The Lost Generation' should cause the most callous hearts to quail.

There may be other problems with the inclusion of Holmesiana in your campaign. The existence of these individuals outside the pages of literature (and, especially, including them in a Lovecraftian environment) may well offend yours or your players' sensibilities. You may feel that Holmes' presence strains that suspension of disbelief necessary in the pursuit of horror.

If this is the case, you should change the names herein as needed. Sherlock Holmes could plausibly be replaced by a Dr. Bell, who shares the surname of the keenly-observant doctor whom Doyle himself claimed was Holmes' inspiration. (This latter need not be pointed out to the players.) Holmes' brothers could undergo similar mutation, as would Doyle's other characters. Use the following table as a guideline. Note that the first initials of the characters have not changed. Sherrinford's first name has not been altered since he is not an actual character in Doyle's tales: your players would never have heard of him.

character in scenario	*alternate name*
Sherlock Holmes	Seabury Bell, M.D.
Sherrinford Holmes	Sherrinford Bell
Mycroft Holmes	Mulcaster Bell
John H. Watson, M.D.	James H. Windemere, M.D.*
Inspector Giles Lestrade	Inspector Gatesby Ladd
Inspector Tobias Gregson	Inspector Titus Granding
Inspector Stanley Hopkins	Inspector Sanford Henry
Professor James Moriarty	Professor Joseph Mathieson
Colonel Sebastian Moran	Colonel Sylvester Milan

** an old friend of Dr. Seabury Bell.*

If you are willing to enjoy the addition of Sherlock Holmes to your repertoire, and eager to have him, his cronies, and his arch-foes encounter your investigators, the scenario is ready for you to run.

If you wish to update this scenario to the 1920s, "The Yorkshire Horrors" can be run as part of a usual *Call of Cthulhu* campaign. Good precedents for this are the many movies of the 1930s and 1940s that took Sherlock Holmes out of his Victorian era, updating him for the movie-going public. The necessary adjustments should be obvious to the keeper.

One word of caution: in no instance allow the dynamic and competent non-player-characters in this scenario to take the initiative from the players. Nothing is duller than sitting and listening to the keeper talk to himself as non-player-characters do the work while the players sit and twiddle their thumbs.

Getting Started

The investigators have received a letter from a Mr. Sherlock Holmes, who wishes them to assist him. Should the investigators be American, they have been

recommended to Mr. Holmes by his friend Wilson Hargreave of the New York police. If they are British, Holmes knows their exploits. The letter follows.

Sir:

I feel assured that you know of my name and profession and, perhaps, have read of one or two of my more successful cases popularized by John H. Watson, M.D. Without further disclaimer, it is with a keen sense of irony that I find myself writing to your detective society as one who is in need of assistance.

I am currently involved in a case vital to the Crown. It is perhaps not too bold to state that the fate of the Empire hangs in the balance. Hence, despite my intimate interest in another case, I beg you to undertake it in my stead. The particulars follow.

My oldest brother, Sherrinford, is accused of the murder of one of his servants. It is certain that he cannot actually have committed the crime, and I request that you and your associates please travel to the Holmes family estate, Mycroft Manor, in the North Riding of Yorkshire, and clear Sherrinford of the charges. Thanks to our brother Mycroft (a minor government official, but not devoid of influence) and myself, Sherrinford has thus far remained free. I desire, however, that Sherrinford's name be cleared, as my brother is agitated by the incident and his reputation must be restored.

In strictest confidence, do not trust the constabulary to handle the situation properly. Without intervention, the local bunglers will eventually convict Sherrinford merely to close their books on the case.

I have been given to understand, from mutual acquaintances, that you are familiar with my methods and have, in the past, been known to practise them yourselves. I am flattered. It also gives me confidence in your abilities.

I regret that I cannot provide you with more information. I myself have not visited the site, and it is a capital mistake, most destructive to the reasoning faculties, to theorize before obtaining the facts. These facts are only available in Yorkshire.

The nature of my present case makes it impossible for you to contact me during the investigation. However, you may wire my brother Mycroft at the Foreign Office, or at his club, the Diogenes in Pall Mall.

Sincerely,

S. Holmes

If they are in England, Holmes' solicitor wires the investigators 50 pounds per person expense money, more than enough to get them all to Yorkshire. If the investigators are in the United States or elsewhere, the sum is enlarged to generously cover all conceivable transportation expenses. The solicitor also will summarize Holmes' generous plan to pay each investigator 500 pounds upon conclusion of the case; Sherlock will not mention money, though Sherrinford may.

The investigators' destination is the country town of Northallerton, the county seat of the North Riding in Yorkshire, several miles west of Mycroft Manor in the Vale of York.

Keepers should review the Prices and Transport chapters in this book to establish just how the investigators travel. If arriving at Liverpool, for instance, it would be absurd to travel to London in order to reach the Vale of York.

Keeper's Information

Sherrinford Holmes has, of course, been framed. The murder was carried out at the bidding of Professor James Moriarty, the Napoleon of Crime and Sherlock Holmes' arch-nemesis, thought to have perished five years previously in a duel with Holmes at Reichenbach Falls in Switzerland.

Professor Moriarty, in addition to being a criminal mastermind, is a mathematician of unsurpassed genius — his treatise on the Binomial Theorem had a European vogue, and his suppressed paper "The Dynamics of an Asteroid" rose to such heights of pure mathematics that no one was competent to review it. During some of his mathematical studies, carried on after he had turned to crime, Moriarty hit upon the inter-relationships of spatial dimensions, especially dimensions beyond the three commonly recognized by scientists. Through his underworld ties, many of whom were a superstitious lot, the Professor became aware that the other-dimensional nature of certain geometric analyses were the subject of various occult books of forbidden arcane lore as well. Moriarty had one of his thugs steal a copy of the dreaded *Necronomicon*, in Olaus Wormius' Latin translation, from the British Museum. Finding more information on the secret powers of extra-terrene geometry in the tome's horrid pages, Moriarty studied the book fanatically. The information he gleaned, combined with his own studies, led him to the knowledge he sought — the secret of fourth-dimensional travel.

When at last Moriarty's career came to its end, with the collapse of Moriarty's criminal organization and his final confrontation with Holmes at the edge of Reichenbach Falls, Moriarty had become knowledgeable in arcane matters. However, his natural caution had prevented him from using his knowledge, for the *Necronomicon* had warned that other dimensions contained living creatures, hideously alien and often possessed of singular thirsts and needs. Feeling that his life was at an end in any case, before the confrontation with Holmes, he prepared an extra-dimensional gate in the rocks at the Falls' bottom, following the instructions in the *Necronomicon* and his own mathematical theory.

Then he met and wrestled with Holmes on the falls' edge. His despair as he attacked was real, for though the theory of interdimensional travel was real enough, the practice had yet to be proven. The struggle was brief and furious. Soon Moriarty found himself plunging headfirst towards the rocks and mists of the falls, propelled over by a Baritsu throw by Holmes. To Holmes, watching the Professor's descent from the ledge above, Moriarty had vanished into the mists, to be dashed upon the rocks below. But Moriarty found

himself still alive, standing under the dim light of an alien moon. As he peered into the gathering dark, something rustled behind him. He turned, and saw the Thing. Moriarty survived, became allied to the forces of the Cthulhu Mythos, and eventually managed to complete a interdimensional Gate back to Earth.

Following his return, Moriarty devoted his energies to three goals: to subtly rebuild the criminal organization Holmes had ruined so that Holmes could not trace it to him; to further learn of the power of alien geometry and exploit the possibilities of interdimensional travel; and to plan a suitable revenge upon Sherlock Holmes.

By 1896, the time of this adventure, Moriarty has greatly fulfilled his aims. His criminal organization, now with extensive ties to various secret cults in debased parts of the continent, has seemingly eluded Holmes' detection since the detective's return to England in 1894. Moriarty has mastered the theory of interdimensional angles, and his headquarters under the streets of London are connected by gate to several other locations, including the North Riding of Yorkshire near Mycroft Manor. And Moriarty has devised a plan of vengeance against Holmes by striking at him through his brother.

Moriarty has set up a criminal-based witch coven in Yorkshire, and infiltrated his cultists into Sherrinford Holmes' employ, enabling him to set Sherrinford up for murder. Moriarty hopes to lure Sherlock himself to Yorkshire, using his brother as bait. Then, using the occult power afforded by the coven's preparations (which could never pass undetected in London, at least by Holmes), he will capture and sacrifice both Sherrinford and Sherlock to the Great Old Ones. The sacrifice is scheduled to take place on the night of April 30th — Walpurgis Night, also known as Beltane, one of the four yearly Druidic festivals. This is only its nominal location in time and space, however. In reality, it will take place somewhere and sometime entirely different, when the stars are more propitious. Unless the investigators manage to stop it and foil the efforts of Moriarty and his cultists.

Unknown to Moriarty, Holmes is not entirely unaware of the criminal mastermind's hand in recent events. Though he believed he saw Moriarty plunge to his death, the great detective has begun to discern a sinister pattern behind the workings of the underworld of late, strangely reminiscent of Moriarty, yet tinged with a new evil.

Only a few know, for instance, that Colonel Sebastian Moran, Moriarty's right-hand man, vanished without a trace from his prison cell recently. A story was circulated of his mysterious poisoning, but the truth is that he was found missing one morning. The only clues were traces of an erased chalk diagram on his cell walls, and what appeared to be a rat hole, unsettlingly newly-gnawed through solid stone!

Since Moran's disappearance, Holmes has discerned a tenuous thread of similarity running through seemingly unconnected events. The latest of these is the occurrence involving Sherrinford. Holmes' once-firm disbelief in the supernatural has been shaken, though he maintains his contempt for the ordinary occult. He has called on the investigators because he is aware of their involvement with cases of unusual nature, and he feels they are open-minded enough to see answers that the local police and Scotland Yard may ignore.

Holmes himself knows little of the Cthulhu Mythos, and recognizes his limitations. For the first time in many years, he feels unsure of himself, perhaps even a little afraid. But his feelings only cause him to redouble his efforts. Holmes plans to keep as close an eye as possible on events in Yorkshire through Mycroft. If things wrap up quickly on his current case, he will journey to the North Riding to be on the scene in person, though he travels and circulates in disguise.

You, the keeper, must set up a timetable for the scenario based upon knowledge of your players and the necessity of the adventure's climax to fall upon April 30. About a week's time should be enough. If you feel your players will want extra time to prepare their investigators for the final confrontation, perhaps taking time to learn spells or obtain special knowledge, you may wish to set up a longer period of time between the start and finish. On the other hand, if your players are the type who immediately rush out their characters with a minimum of preparation, you may wish to abbreviate the adventure's duration, starting it within a few days of Beltane instead of a full week. But it is better to have too much time than too little: you can always say, "Three days pass. Nothing important happens."

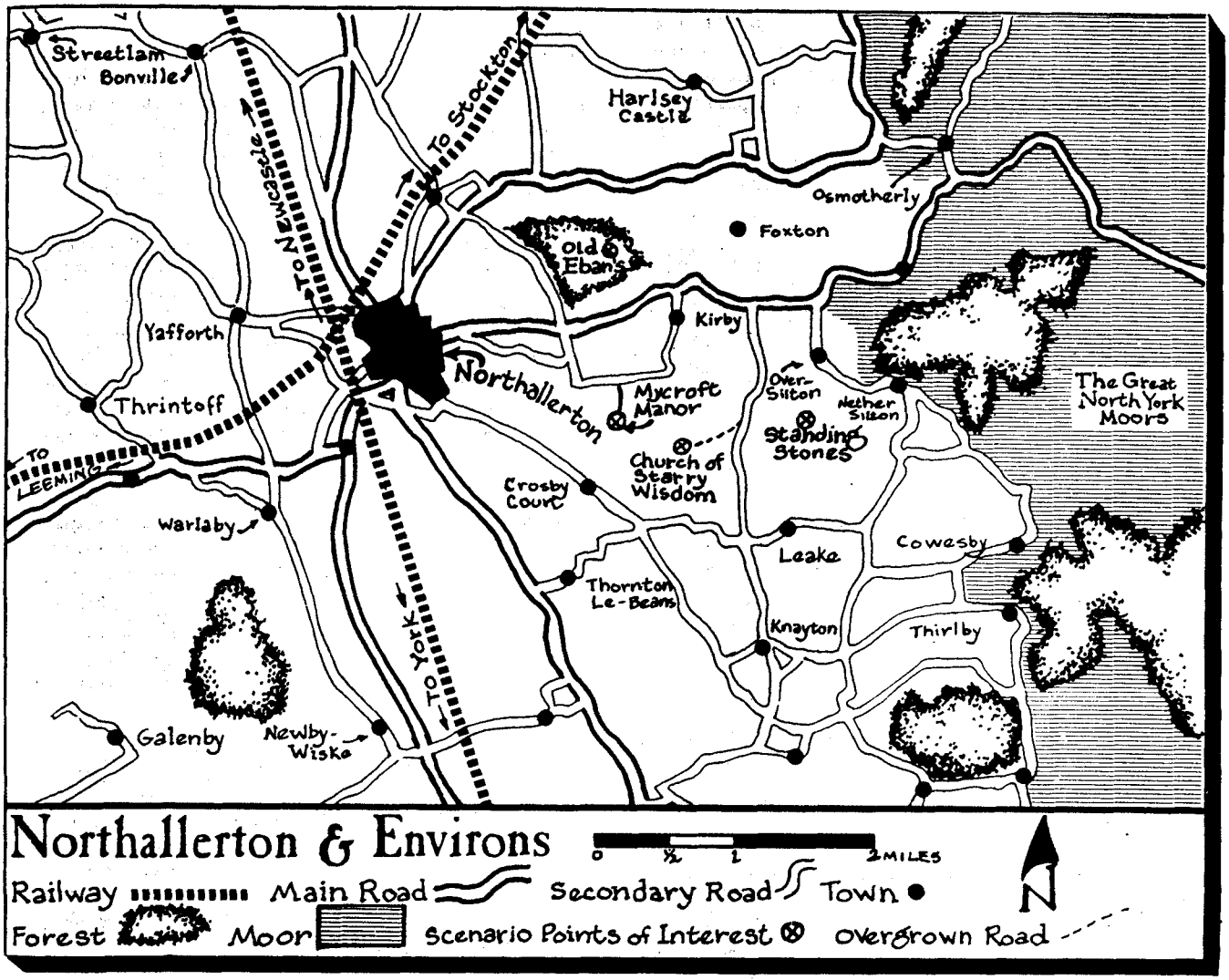
The Trip To Yorkshire

As noted, the investigators travel at Holmes' expense, so the keeper need not worry them unduly about the details of train fare, etc. This trip is uneventful, unless the keeper wishes to add intrigues of his own. If starting from London, the investigators will travel along the Great Northern Railway from London to York and then on to Northallerton, county seat of the North Riding of Yorkshire, a journey of slightly over 220 miles. If starting from Liverpool, the investigators take the line from Liverpool to Manchester to Leeds to York to Northallerton, and are much relieved to leave the smoky Midlands cities for the pastoral scenes of northern York.

Unless there are complications along the way or the investigators wish for some reason to make a stopover, they should arrive in Northallerton the afternoon of the same day they entrain, provided they take an early train.

Yorkshire

In Yorkshire, the line travels straight up the Vale of York, a flat plain consisting of good agricultural pasture and farm land interspersed with patches of forest. West



lie the Pennine Hills, the highlands of Yorkshire. East are the Hambleton Hills, beyond them the Cleveland Hills, and beyond that are the great North York Moors.

The investigators disembark in Northallerton. Essentially a market town, Northallerton should seem little more than a village after London or even York. At the depot, the investigators are met by Graves, the groundskeeper of the manor, who has driven a carriage to take them to their destination. Should the investigators wish to check in with the local constable, they learn he is at Mycroft Manor right now "with that Scotland Yard fellow."

The ride to Mycroft Manor is brief and uneventful, but gives the investigators a chance to learn the lay of the land. They pass farms punctuated by dense wood lots, with the hills looming only a few miles distant. Graves tells the investigators, if asked, that many of the farms they pass were at one time tenant farms of Mycroft Manor, before the death of Sherrinford's father, Siger. He is not overly talkative, for he is yet unsure of the investigators' intentions towards his master, and Graves is a loyal servant.

The Police

Mycroft Manor is relatively small as country manors go, but is nonetheless imposing. As the investigators pull up, they see a carriage already standing before the manor. As they climb down from their carriage, two men emerge from the front door, one of whom is quite obviously the local constable. The other is dressed in city style, perhaps from London. The constable, taking note of the investigators, stops them with a "Here na, who are you, then?" in a broad Yorkshire accent.

If the investigators inform him that they have been sent by Sherlock Holmes to look into the murder, he is suitably impressed by Holmes' name, but then seems annoyed that more outsiders are interfering in his jurisdiction. At the mention of Holmes' name, the other fellow harrumphs and looks unimpressed. The constable introduces himself as Danvers Culverton, a local officer from Northallerton, and his companion as Inspector Tobias Gregson of Scotland Yard. The Northallerton County Council asked that Scotland Yard be consulted, so Gregson has come to aid the constable. A successful Psychology roll suggests that Constable Culverton is completely unconvinced that Gregson's help is needed.

Gregson snorts and says, "The old boy is obviously guilty. As soon as certain political strings can be tied up, he'll be arrested and formally charged, in spite of what Mr. Sherlock Holmes thinks. While I have the highest regard for Mr. Holmes, this is one case where he won't be able to pull any of his fancy tricks." Culverton seems less sure, "Na then, we'll see."

At this point Graves steps in to hotly defend his master's honor, and Culverton tries to smooth things over. Culverton notes that he and Inspector Gregson need to be going, as Gregson has a train to London to catch. If the investigators try to get any information from him at the moment, they are unable to do so. However, on a successful Oratory or Debate roll, Culverton suggests that they come talk to him at his office at Northallerton. If the investigators try to detain him by asking about the unusual elements in the case, Gregson breaks in and becomes quite huffy, ridiculing superstitious talk about such a cut-and-dried a murder case.

Gregson bluntly thwarts any other attempts by the investigators to obtain information, admonishing them to tell Sherlock that Tobias Gregson will have the last word in this case. With that, he and Culverton ride off.

If the investigators feed Culverton or Gregson a false story accounting for their presence, they get no information at all from Culverton now. When he learns the truth, he is distrustful of them throughout the rest of the adventure, hindering their efforts and threatening them with the county gaol should they interfere with him in any way. This is especially true should the investigators attempt to claim they are here under official authority, such as Scotland Yard, as Gregson would know they were lying, and might even arrest them for impersonating Scotland Yard officers.

Once Culverton and Gregson have left, Graves escorts the investigators inside and turns them over to Jevers, Sherrinford Holmes' butler. Once in Jevers' care, they are taken to the study, where he bids them wait while he announces their presence to the master. The study reveals Sherrinford's interests — expensive shotguns and fowling pieces hang in racks on the wall, along with trophies of the hunt. A wall of books, mostly on nature and sports, plus some contemporary novels and chess books, a fireplace, a tantalus, and a gasogene atop a well-stocked liquor cabinet all reflect the room's warmth. Sherrinford himself soon enters. He is a large, hardy man, outwardly jovial and good-natured, though a successful Psychology roll reveals that he is deeply troubled.

He seems quite relieved to see the investigators, telling them that the telegram his brother Sherlock sent about them was the first good news he'd had since the murder. If the investigators ask him to tell them about it, he offers them each a glass of brandy and bids them to sit down so he can fill them in on what happened. The keeper can read the next portion to the players, or photocopy the pages upon which it is printed and provide each player with an individual copy.

Sherrinford's Story

"I now realize that it all started about three months ago when Fischbein — that's the dead man — came to work for me. He was weasel-like and secretive. Wouldn't look you in the eye, not that you'd want him to: his eyes were big, glassy things. Anyway, I'd not have hired him if Stark hadn't vouched for him. Stark hasn't steered me wrong in all the time he's worked for me — Stark's my chief hired man, after Graves and Jevers; in charge of all the hired men under Graves.

"Anyway, Stark said he'd known Fischbein back in his navy days, that the man was a good, honest worker down on his luck and really needed a position. So I gave the fellow a go. Hate to see an honest man willing to work go without any, no matter what I think of him personally. If he was good enough for Stark, I'd give him a chance.

(Sherrinford shakes his head and looks rueful.) "Well, no man's a perfect judge of character. Whatever Fischbein was like when Stark knew him before, he'd changed. I should have listened to Graves; he warned me there was something queer about Fischbein. All the time he was going at the bottle as like it kept him alive. Don't take me wrong, I'm not opposed to strong drink. But when a man drinks it like a fish . . . well, Fischbein more than lived up to his name. Then I learned from Graves that Fischbein had been shirking on the job, but the others were covering up for him. I had words with Stark about that, and he told me Fischbein had been having trouble with an old injury. It pained Fischbein, which was why he drank so heavily, and Stark and the others covered for him when he hurt so bad he couldn't work. I felt quite badly, really, when I learned of the poor fellow's infirmity. I had noticed he seemed to be walking more awkwardly than when he first came to manor. All hunched over. I told Graves to ease up till Fischbein was feeling better.

"Humph, well, I guess he felt better soon enough to start walking out with Lucinda, my maid, a Cornish girl who's been with me for some years now. He'd often accosted the poor girl, and long before it came to my notice. She finally confided in Mrs. Hooper, the cook — been like a mother to the girl since Lucinda came to live here — and Mrs. Hooper reported it to me. I went straight to the servants' quarters and told Fischbein in no uncertain terms that if he didn't leave the girl alone, I'd not only dismiss him but give him a sound thrashing as well. And he just stared at me — first time he'd ever looked me in the eye — with those glassy, bug-eyes. Quite unnerving really. I was infuriated, on the point of attacking the man, when Stark stepped in and assured me that it wouldn't happen again. He'd see to

If the investigators mention anything to do with the occult, mind control, even simple mesmerism, he snorts half-heartedly and affirms he doesn't believe in such imbecile notions. The investigators should get the hint that they should avoid such references around Sherrinford and play it straight during their investigation. In response to other questions, especially about his servants, Sherrinford gives the following information.

- Graves, Jevers, and Mrs. Hooper have all been in Sherrinford's employ since he became Squire of Mycroft Manor upon the death of his father Siger

it. I knew Stark was a man of his word, so I let it go. Wish I'd dismissed Fischbein on the spot."
(Sherrinford heaves a sigh at the thought.)

"Stark came to me next day. Said Fischbein was quite sorry about last night. Very apologetic, in fact. Stark said Fischbein had been taking medicine for his pain, and his mind wasn't too clear, which was why he just stared at me. He'd have come to apologize himself, but felt too ashamed. I told Stark I understood, but that I'd meant what I said about Fischbein staying away from Lucinda. I thought it had ended there, Stark agreeing wholeheartedly with me. I thought Stark could keep Fischbein in line — he must have had at least three stone on the fellow! But then Stark can't be everywhere at once, and what Fischbein lacked in build he made up for in audacity.

"Only a few days later, when I was coming back from a ride, I had to deal with Fischbein myself. Graves was taking my horse when I heard a scream. I leapt back onto my horse and dashed off in the direction of the scream — Graves panting on my heels. There, just outside the servants' wing, was Fischbein, his filthy German paws on Lucinda. Right there, I saw red. I leapt from my horse, grabbed the man, and threw him to the ground. Gave him a thrashing with my riding whip. Don't know what came over me, really. Not in the family tradition to get so emotional. Not that the fellow didn't need a whipping but, as I beat him, I was carried away. Quite idiotic, really. Should have kept my head.

"Graves stopped me, bless him. I was shaking with fury. I looked around and noticed that all the other hired men were standing there watching, Stark too. They had a funny look — no wonder, though, since they'd never seen me in such a state. And Fischbein — he just stared at me, as though nothing had happened. I shook my fist and told him to be gone by nightfall. Then, with them all watching me, I went into the house, trying to calm down, and had Jevers prepare my bath.

"I felt a little better at evening. Had curried mutton for supper — my favorite dish. Must get Mrs. Hooper to fix it for you sometime. You like curry, don't you? Course you do. Then Stark came to talk with me about Fischbein, trying to get me to reconsider, but I was adamant. Then he asked me at least to let Fischbein stay the night and leave first thing in the morning. He said it wasn't good for a man in Fischbein's condition having to go out on the road alone at night, and surely I wouldn't want it on my conscious if the man took sick and died, would I? For an uneducated man, Stark is most persuasive. I agreed. Then, without thinking, I told him that if Fischbein wasn't gone in the morning, I'd kill him. Bit of hyperbole that. About killing him, I mean. Quite a foolish thing to say. Just goes to show that Mycroft and Sherlock got all the brains in the family.

"After dinner I felt rather drowsy and went to my study, to read one of Clark Russell's exciting sea stories. But instead, I seem to have fallen asleep. The next thing I remember is a scream, which woke me up. There I stood, looking down on Fischbein's corpse. He was all cut up and bloodied, and a dirk with quite an odd handle stuck out of his chest. Lucinda was standing outside the door to her room, screaming. I realized I was in the servants' wing, in the hall outside the hired men's room. Blood was splashed all over me.

"Everyone else in the house seemed to appear all at once, looking at me standing there over the body, accusation in their eyes (well, not Jevers or Mrs. Hooper, of course, or Graves — even he'd heard the commotion and come running). But the ordinary hired men all stared at me as if I'd killed Fischbein. And Stark just stood and shook his head, saying 'You shouldn't 'ave done it, sir, you shouldn't 'ave done it. 'E wasn't worth it.'

"Well, I sent Graves for the constable. Had to, no matter how it looked. After all, a man was dead. Even if he wasn't much of a man. Culverton came out with Dr. Sacker from Northallerton to tend to the corpse, and questioned everyone. Of course, they all told him about the incident that afternoon, and Stark told the constable what I'd said about killing Fischbein. Don't blame Stark of course, he's an honest man, had to tell the truth. And there I stood gawking with Fischbein's blood all over me. So I was arrested and taken to the gaol for the first time in my life. Quite a nightmare, really. Culverton didn't want to do it; he's a good man, and we've known each other for years. So there I was, like a common criminal locked up in a cell. If it wasn't for my brothers' intervention, I'd be there yet. And I'll probably be there again unless you gentleman can prove I didn't do it. If I didn't do it."

Here Sherrinford's voice trails off, and he shakes his head. If asked whether he actually killed Fischbein, he answers "I don't believe so." He doesn't think he did, doesn't think he could, but knows that, under enough pressure, any man can be a murderer. But it seems ludicrous that he'd have killed Fischbein. He just can't remember what happened from the time he sat down in his study to read to the time he found himself standing over the corpse.

Holmes, some 13 years earlier. They are all quite trusted and totally loyal. Stark has only worked for Holmes the last two years. The other hired men are even more recent. Lucinda has been with him for four years. When she started, she was really no more than a child.

• If the investigators ask about Stark, Sherrinford says Stark turned up one day asking for work, saying he'd been employed in York since he'd given up the sea (some sort of lung infection) but he just couldn't take city life any more and was looking for hard work for a man who liked to work hard. He continues, "Well, one of the local lads had up and left the night before without telling anyone he was leaving. So we were in need of a replacement, and I instructed Graves to put the man to work. Graves was a little uncertain about hiring an 'outcomlin' — that means 'stranger' in local dialect — but I said if he'd work, I didn't care whence he'd come. And work he did, most impressively. It wasn't long before he was supervising the other men, taking some of the load off Graves. Graves didn't appreciate it at the time, but he's very conservative. Quite set in his ways. Stark must have put the other

boys to shame, because they began leaving soon after that."

• If the investigators ask about the man who left so suddenly without giving notice, Sherrinford seems uncertain, as though he hadn't paid much attention. The lad whose disappearance opened the way to Stark's employment was young Alec Palmer, who never showed his face in the county again so far as anyone knew. Rumor holds he joined the Navy. Sherrinford directs the investigators to check with Graves for the details.

• Sherrinford adds that it was a good thing they had Stark, as whenever one of the old hired hands left, Stark found a replacement right quick, either men he'd known in York or back in his sea-dog days. Good workers all. If the investigators ask, he affirms that all the hired men currently in his employ except for Graves and Jevers were brought in by Stark. He's noticed nothing unusual about any of them, till Fischbein. They've kept to themselves — Sherrinford's not even sure of all their names — don't go into town much, and are all God-fearing churchgoers. If asked, he assumes they attend the local Church of England congregation, but is fuzzy on this. Graves might know more, since he works with them on the grounds.

• If the investigators ask about the strange knife that apparently killed Fischbein, Sherrinford says he'd never seen anything like it before, and that Culverton took it in as evidence. Fischbein's body was taken by Dr. Sacker, the county coroner.

Sherrinford can tell the investigators little else of use, and shows the strain of reliving the murder and answering the investigators questions. He summons Jevers and tells him that the investigators are to have the staff's full cooperation in anything they ask. As they leave, Sherrinford makes one last appeal to them to find the truth. If he is a murderer, he wants to know. But if not — they're his main hope. Gregson, it's clear, is anxious to see Sherrinford convicted.

Jevers comes to show them to their rooms. Jevers apologetically points out that even if the guests double up, there's isn't room for them all in the guest rooms (unless there's four or less investigators). The only extra bed is Fischbein's, in the hired men's quarters. The investigators may realize that it's not a bad idea to have an inside man in the hired men's quarters (an Idea roll could impart this thought if no one comes up with it on their own). Whatever investigator best fits in with the help should be chosen to take the extra bed in the servants' quarters. Jevers shows the others to their rooms upstairs, and calls for Graves to take one investigator to the servants' wing to room with the hired men.

Those investigators put up in the guest bedroom on the first floor (what Americans would call the second), have a chance to discuss things among themselves before deciding on a course of action. The one taken to the servants' wing will probably find himself alone, unless the group has delayed their arrival and it is already evening, in which case the hired men are in their room.

More specific information from each of the servants and hired men of the manor is found in the Manor Personalities section, below.

Mycroft Manor

Mycroft Manor is an undistinguished two-story country house about fifty years old. It has two wings, one primarily serving as servants' quarters and the other housing a conservatory/greenhouse. The external walls are of Yorkshire cobbles and the roof is of Welsh Bangor heavy blue slates. All the windows in the house have shutters. The interior is finished and furnished in Late Victorian style. The house is modest in appearance overall, yet worthy of a country squire of fair means. Behind the house is a clump of forest, though most of the rest of the manor is cultivated and worked by the hired men.

Solidly constructed, all the exterior doors to Mycroft Manor have STR of 25; if bolted, their STR is 35. All windows are shuttered, with an effective STR of 15. Interior doors have a STR of 15; if bolted, 20. The house is lit by lamp and candle — gas lighting is unavailable this far into the country. The main rooms downstairs and the bedrooms upstairs have bell-pulls for summoning servants.

Ground Floor

SHERRINFORD HOLMES' STUDY: the room is as described previously, and contains a desk where Sherrinford keeps the manor's financial books. A fireplace is on the north wall. The room is warm and friendly, what would be expected of the study of a good-natured, hardy country squire. No air of anything remarkable or sinister is here. However, a Spot Hidden reveals a faint tracing of chalk marks on the west wall behind Sherrinford's easy chair. No shape can be discerned. A second Spot Hidden reveals a rat hole in the corner, almost hidden by the bookcase. If either of these discoveries are pointed out to Sherrinford, he is shocked, calling Graves to do something about the rats and Jevers to instruct Lucinda to be more careful about cleaning up in the future. He is unable to hazard a guess as to how the chalk marks got there, unless it was from the chalk used for the cues for the billiard table in the game room. No one else admits to any idea of the chalk marks' source.

CONSERVATORY / GREENHOUSE: this room is filled with plants, mostly decorative and mostly native to England or southern France, though a few exotics are here, too. Sherrinford likes to sit in the conservatory during the winter months. He feels it keeps him close to nature. Graves usually tends to the plants, though occasionally Lucinda or Mrs. Hooper helps — Graves never lets the current hired men touch them, since one of the more exotic plants, a hardy breed, died mysteriously under the care of one of them.

Nothing here is of overt interest to the investigators. Should one of them sit in the room at night, remaining

perfectly quiet, and attempting a Listen roll, he hears faint scratching sounds, like tiny clawed feet running around between the plants. If he can succeed in a second consecutive Listen, he may imagine he hears a tiny squeaking sound, almost like that of a miniature human voice. Words almost seem distinguishable, but the sound is so faint, the investigator really can't tell for sure if he heard it, or imagined it. If the investigators tear up several of the plants near the wall connecting to the house and succeed in both Spot Hidden and a Luck roll, they might find some rat holes similar to the one in Sherrinford's study. Thus damaging the plants, though, would greatly upset Sherrinford and incur Graves' wrath. If an investigator searches among the exotic plants and succeeds in a Botany or Pharmacy roll, he notices what he recognizes as an opium poppy hidden away behind the other plants. Graves will not know about it, nor how it got there. Neither does Sherrinford. Perhaps a seed was accidentally included in one of the imported seed packets?

GAME ROOM: In the center of this room is a billiard table. In the opposite corner from the fireplace is a table with a chess game set up in play. White mates in six moves, as anyone that knows chess, studies the board carefully, and succeeds in an Idea roll can tell. The game was one in progress between Jevers (black) and Sherrinford (white) and was forgotten after the murder. On the walls are trophies of the hunt. On the bottom of the billiard table is a Gate drawn in chalk. It is difficult to see, as the bottom of the table is built low to the ground. An investigator must specifically state he is trying to peer under the billiard table (in which case half a Spot Hidden is needed to see it) or that he is looking at the bottom of the billiard table (in which case he sees it automatically). Anyone may put their hands through the gate (10% chance that something grabs the individual doing so and pulls him through; results are up to keeper), but to go completely through it requires a successful Jump. The gate was drawn there by Lucinda at Stark's urging. She was told it was a Polynesian good luck symbol and sign of love between Stark and her. Silly girl.

FOYER: a fair-sized area opening up on the front door. Standout-closets for guest's coats stand on the walls on either side of the foyer. On the west wall, between the closet and door to the game room, is a voice tube connected with the master bedroom upstairs, so Jevers can announce visitors when Sherrinford is in his room. In the corner of the closet on the east wall is a small rathole. A Spot Hidden by an investigator searching the closet reveals this.

SITTING ROOM: a comfortable room for guests to await the squire. This is also where important visitors from town are entertained. It holds a comfortable sofa, chairs, tables, a small liquor cabinet, fireplace, and several paintings and daguerreotypes on the wall. One daguerreotype is of a big, dark-bearded, husky man, who resembles Sherrinford and, to a lesser, extent, Sherlock. Everyone at the manor (except the hired men) know that it is a portrait of Siger Holmes, Sherrinford's father. Several paintings are signed 'Vernet,' and a successful History or Know x 2 roll gives the knowledge that Vernet was a French artist of some distinction (an uncle, Sherrinford says with some pride, if asked).

DINING ROOM: a room dominated by a huge dining table. Here is room enough to serve Sherrinford and all the investigators. The servants take their meals in the kitchen, as should any investigator trying to pass as one of them, newly hired. The only other furnishings, other than a few Vernet paintings, are the cupboards on which trays are set while food is being served. Only the evening meal is served at a regular time, and all the investigators are expected to attend (again, except for anyone trying to pass as a hired man), as Jevers solemnly informs them. No formal breakfast or luncheon is served, as Sherrinford takes breakfast in his room, and he is irregular in taking a mid-day meal as well. For these meals, the investigators need to see Mrs. Hooper about feeding them something in the kitchen.

PANTRY: food is stored here, mostly dry goods, seasonings, etc. Among the seasonings is a jar of curry, the seasoning used by Mrs. Hooper for the curried mutton she cooked on the eve of the murder. If it is examined, a successful Chemistry or Pharmacy roll identifies traces of opium in the curry. If the curry is tasted by itself, a successful Know roll reveals an unusual undertaste (if the curry is already in a dish of food, the other flavors mask the opium). If the doped curry is not found, there is a 15% chance each evening that it is served in the food again. If this happens, all the investigators, and Sherrinford, become sluggish 2D20 minutes after dinner, halving their DEX and all their skills, and sleep quite soundly upon turning in. The next morning, the effects are gone. Just as the characters start going dopey (before skills are halved), each may attempt an INT x1 roll on 1d100. Success permits that individual to realize that he has been drugged. An immediate success at Treat Poison reduces the loss to -1 from DEX and -10 percentiles from each skill, though he still sleeps soundly upon retiring. The next morning, anyone succeeding in a Pharmacy roll realizes he was drugged. Since wine is served with every meal, the group may well believe that it was the wine that did them in. Mrs. Hooper often brings food through here from the kitchen for final touches before passing it through the connecting window to the Servants Waiting Room for Lucinda or Jevers to serve. Lucinda placed the drugged curry in the pantry at Stark's bidding. She was supposed to remove it afterward, but forgot. She didn't know it was drugged when she put it there, but has begun to suspect.

SERVANTS' WAITING AREA: the servants wait here during the meal to bring on the next course. Usually only Lucinda so serves, but when the master has company, Jevers performs these duties, too. An internal window opens to the pantry from here.

KITCHEN: Mrs. Hooper's domain, and a typical Victorian country kitchen, with wood-burning stove, cabinets, cupboards, shelves, pots, pans, and other

utensils hanging on brackets wherever Mrs. Hooper feels they are most useful. A table and chairs for the servants' meals stand by the window to the front of the house. The back door is only a few yards from the trap door leading to the root cellar, where Mrs. Hooper keeps her perishables. The root cellar is dark and filled with preserves, dried vegetables, straw beds for apples and pears, cured hams, bacon, etc. There is a 15% chance of encountering a rat-thing here.

Several items in the kitchen make good weapons — knives, meat cleavers, and the kindling hatchet. However, Mrs. Hooper has taken to carrying the kindling hatchet to her room with her at night for protection. She knows that someone killed that slimy little Fischbein. It couldn't have been Master Holmes, so the assassin must still be out there running loose! Mrs. Hooper is in the kitchen 85% of the time except late at night, when she is locked in her room. Lucinda is here 25% of the time helping Mrs. Hooper, and 100% of the time at mealtimes. Except at mealtimes, the chance of encountering any other servant, especially the hired men, is 10%. If the cupboards are searched thoroughly, a Spot Hidden finds a rathole in one, leading into the wall. Learning of this greatly upsets Mrs. Hooper, who immediately has a hired man nail a board over the hole. She also starts laying traps all over the kitchen and talks a lot about getting a cat.

MRS. HOOPER'S ROOM: a small and unremarkable room, with bed, clothes wardrobe, dressing table, and chair. On the dressing table is a King James Bible, usually open to the 23rd Psalm, and various other items of religious significance (such as the Book of Common Prayer) are scattered around the room, all Anglican in nature. A few other items are here as well, that a successful Occult roll identifies as protection against witches, black magic, and fairies, including garlic cloves. If she's asked about the garlic, she hisses "A ward agin' vampyres. Hev ye never read *Varney The Vampyre*? A fearful book." When Mrs. Hooper is within, the door is firmly bolted and she won't open it except for someone she knows and trusts, such as Jevers, Lucinda, Graves, or Sherrinford.

JEVER'S ROOM: this room is much nicer than the other servants' rooms, reflecting Jever's higher tastes and standards. It is furnished unremarkably, with bed, wardrobe, dressing table, and chair, but the furnishings are of a higher quality. A small bookcase in the room contains several reference volumes, primarily on etiquette, royalty, and the social graces. Also, a volume on chess strategy and a Life of Staunton (the famous chess-master) sit here. Neatly stacked on the dresser are several issues of a London magazine for gentlemen's gentlemen and a London daily. A full-length mirror sits on one wall. It is only a mirror, and not a gate, though superstitious investigators examining it may well be led to believe otherwise. The mirror contains diamond dust, which causes it to sparkle strangely, making it appear oddly glowing in most light. This was a fairly common technique used in making expensive mirrors during the 19th century. A Dilettante recognizes this on a successful Know roll. Others need a roll of their EDU x2 or less to comprehend the reason for the mirror's 'otherworldly' shine.

WATER CLOSET: a small WC recently added to the house primarily for the benefit of the servants. The pipes lead out to a cistern in back. Upon each use, there is a 10% chance that the plumbing backs up and must be repaired by Graves. The pipes are also useful as a quick escape route for a rat-thing.

LUCINDA'S ROOM: the room is remarkably unkempt for someone charged with keeping the manor clean, but this is part of Lucinda's personal rebellion against authority. A picture of her parents, who died four years ago when an old bridge collapsed under their carriage, is on the dressing table next to several romantic 'penny dreadfuls' given her by Mrs. Hooper. One is *Varney The Vampyre*. Under her pillow is a gold chain with a bat-winged octopus pendant. Stark gave it to her when he began playing up to her, using her childish romantic ideas of him as a mysterious seaman come to take her away from her life of drudgery. To find the pendant, an investigator must state that he is looking under her pillow. If Lucinda suspects that someone might search her room, she'll keep the necklace in her pocket at all times.

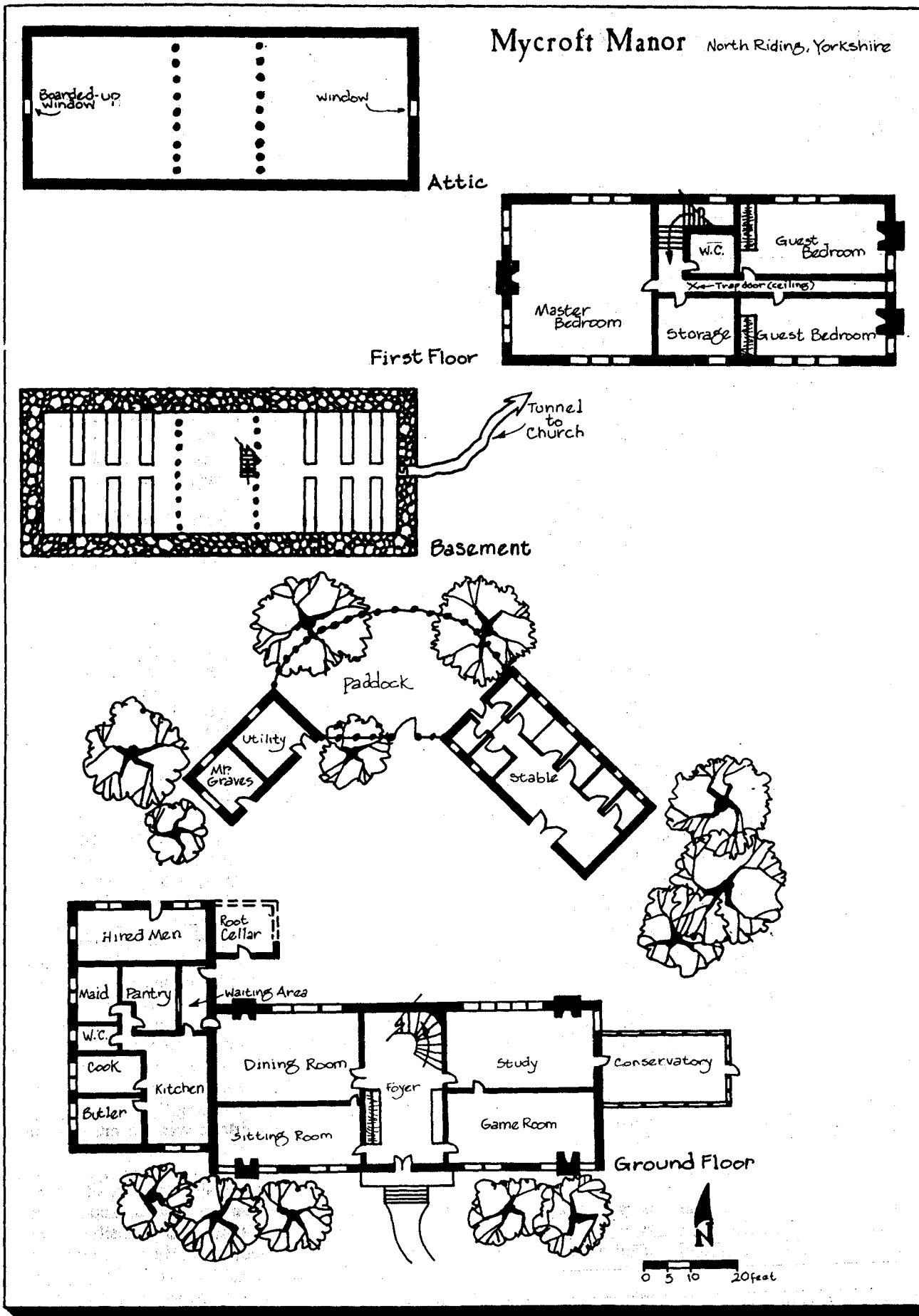
THE HIRED MEN'S ROOM: where Stark and the other men (including the late Fischbein) sleep. Seven beds are here, all occupied except Fischbein's, each with a footlocker at the foot and a nightstand at the side. One huge clothes-closet stands in the room as well. If one of the investigators sleeps here, he is given Fischbein's bed. Lying in it, he notices a slight fishy odor about it. Fischbein's locker is empty (the constable confiscated his belongings as evidence).

The hired men are usually here in their room except during work hours, during mealtimes, and during their nightly strolls.

Stark's locker has a thick padlock on it. To open it requires half a successful Mechanical Repair, plus a DEX x3 roll to avoid leaving signs of tampering. Breaking into the locker forcibly requires doing 20 points of damage with a hammer, hatchet, or similar object. Any points going over this damage rating are transferred to the objects inside. Within the locker is an enchanted ceremonial flame dagger, similar to the murder weapon. Also inside is a copy of the *Sussex Manuscript*, which a Cthulhu Mythos roll identifies as a Mythos book. Anyone attempting to break into the locker, though, has his hands full before getting to these items, as Stark has left a protective spell on it. Should anyone tamper with it, 1D6 rat-things are called to attack the investigator doing so. Putting an Elder Sign on the locker first nullifies the protection spell.

On the inside rear wall of the big clothes-closet, behind the men's work-clothes, is a chalk-drawn gate. A lantern or candle is needed to see the gate in the dark closet. If open flame is used, a Luck roll is needed to avoid setting the clothes on fire.

©SULLIVAN 86


Mycroft Manor
North Riding, Yorkshire
Boarded-up Window
Window
Attic
W.C.
Guest Bedroom
Trapdoor (ceiling)
Master Bedroom
Storage
Guest Bedroom
First Floor
Tunnel to Church
Basement
Paddock
Utility
Mr. Graves
Stable
Hired Men
Root Cellar
Maid
Pantry
Waiting Area
W.C.
Cook
Kitchen
Butler
Dining Room
Foyer
Sitting Room
Study
Conservatory
Game Room
Ground Floor
N
0 5 10 20 feet

After the workmen abandon the manor following the second murder, the items in Stark's locker will be gone, but the gate in the closet is left for easy access to the house, should they desire it.

GRAVES' ROOM: this room is simple and somewhat austere, reflecting Graves' honest tastes as a man of the sod. His shotgun always sits handy by his bed in case of intruders or poachers, not that there have been any since Sherrinford took over the manor and released the tenant farmers from their debts. Nothing in Graves' room is impractical, except the small woodcarvings he whittles in his spare time — figures of horses, deer, and other animals. One odd, rather serpent-like carving, is Graves' rendition of his grandfather's description of the kelpie he once saw in a Scottish loch. His proximity to the utilities building means that he will hear anyone attempting to break into that building who fails a Sneak roll. He is only in this room after nightfall.

UTILITY BUILDING: here are stored the tools, hoes, fencing materials, and other implements needed for maintaining the manor. Any needed tool can be found here, unless excessively obscure (there's even such things as hoof picks and posthole spikes). Kerosene is kept here for lamps and lanterns, and even a box of dynamite is hidden in a corner. Graves uses the dynamite for clearing rocks, and won't volunteer its existence or location to the investigators unless Sherrinford orders him to do so. Anytime the investigators wish to take dynamite for any purpose, a Debate or Oratory roll is needed to convince him. Under no circumstances will he permit them to take bottles of kerosene or other incendiaries from Mycroft Manor into the woods or elsewhere, other than enough to fill lanterns, etc. If the investigators break into the shed (successful Mechanical Repair roll or busting down the STR 25 door), a Spot Hidden finds the dynamite. The kerosene is not hidden. If the investigators have not convinced Graves to permit them to use explosives or incendiaries, they'll have to overpower or knock him out to take the materials.

STABLES: five horses are kept in stalls in the stable, along with saddles, bridles, gear, hay, and bags of oats. The carriage is also kept here. A pitchfork is propped against one wall. If the pitchfork is used as a weapon, it does 2D6 damage, is capable of impaling, and has a 20% base chance for success. Any investigator sifting through or lying in the hay has a 15% chance of being attacked by the rat-things. Just before this attack, the horses act nervously, as if they detect fearful presences.

First Floor

The semi-circular stairs to the first floor (second floor to Americans) opens onto a hall.

Just east of the stairs, in the ceiling, is a trap door leading to the attic. It is nailed in place, but under close inspection a Spot Hidden reveals that the nails have been recently removed and replaced at least once, possibly several times. No one in the manor admits to knowing anything about it, and both Sherrinford and Jevers vow that the attic hasn't been entered in years. A ladder (available in the utility building) is needed to enter this trapdoor, and a successful Mechanical Repair roll is necessary to unfasten it. See the Attic section below to learn what is there.

In the hall, a window at the east end lets in the only daylight, unless the doors to the rooms are open. Lamps stand along the hall at ten-foot intervals; they are kept filled by Lucinda.

MASTER BEDROOM: Sherrinford's bedroom, the largest, most lavishly furnished bedroom in the manor. Besides his canopied four-poster bed, here is a huge dressing table, a clothes wardrobe, a nightstand, another desk and chair, an easy chair, and a bookcase. A washbowl sits on the dressing table, used by Sherrinford to wash up in the morning. A bottle of brandy and a glass sit on a nightstand. A voice tube from the foyer downstairs connects to the nightstand. The bookcase holds volumes on the hunt, nature, sports and, incongruously, French art. There are also several Clark Russell sea novels here. An oval, full- length mirror stands by the dresser, more elaborately carved than the one in Jevers' room, but sans the strange shine. A fireplace is in the west wall, and several windows look out upon all three sides of the manor that the room faces. As with all the windows in the house, these have shutters, currently open. A Spot Hidden reveals a tiny chink in one of the ground-level stones in the corner of the fireplace. Shining a lantern into the hole shows that it goes into the wall — another rathole.

WATER CLOSET: another recent addition to the house, for the benefit of Sherrinford and guests staying the night. It is similar to the WC downstairs, but more lavish. A rack sits by the sink with several dated London magazines, including a September 1893 copy of *The Strand* magazine featuring a story entitled "The Adventure of the Greek Interpreter" by one John H. Watson, M.D.

STORAGE: this room contains odds and ends for which there seems to be no place else — several paintings under sheets, boxes of children's toys and clothing (those of Sherrinford, Mycroft, and Sherlock), the large iron bathtub that Jevers uses for Sherrinford's baths, broken furniture, and other things. All are kept here because of the difficulty transporting them into the attic, which Jevers affirms is full in any event. Also stored here is a violin in a dust-coated case. If asked, Sherrinford sheepishly admits that it was his. "Tried to learn the thing at mum's urging," he grunts. "Never was any good at it. Sherlock was the musician in the family."

GUEST BEDROOM: a smaller version of the master bedroom, similar, but less lavishly furnished. The bed is not canopied, but easily large enough for two investigators to share comfortably. A fireplace in the east wall provides warmth, and a dressing table, nightstand, and wardrobe make up the rest of the room's furnishings. A washbowl sits on the dresser.

Late at night, when all is quiet, an investigator lying awake in the room, upon a successful Listen roll, hears what sounds like dozens of rats running up the insides of the walls and across the floor of the attic above.

GUEST BEDROOM: identical to the first guest bedroom, except that it faces the other side of the house.

The Attic

The attic is dingy and dusty, filled with cobwebs, accumulated dirt, and dozens of large crates. The only light filters through a small dirt-covered window on the east side of the house; a companion on the west side is boarded up. The attic is unheated, so it can be chilly depending on the time of day and weather conditions. A lantern is needed even in daylight, because there are many shadowy areas behind the large crates. Everyone except the new hired hands knows that the crates contain Siger Holmes' possessions. If anyone breaks into the crates (requiring a crowbar and successful resistance roll against STR 10), he'll find odds and ends of memorabilia including, scattered in pieces among several crates, an entire gypsy wagon. If Sherrinford is asked about the wagon, he explains that it is the wagon his family traveled across Europe in for four years, from '61 to '65. His father kept it at his mother's request and stored it here. He sighs at the happy remembrance of those carefree times.

Behind an extremely large crate, separate from those containing the wagon, is a gate drawn on the wall in chalk and lacquered so it will not wipe off the wall easily. It could be scraped off with a knife, or dissolved away with some sort of chemical solution (Chemistry roll to mix one up from handy materials). If it is cleansed from the wall with chemicals, they bubble up at the point of the gate, smoking and forming quickly a smoking image of the last person (or thing) to have passed through the gate. In this way the keeper can give the investigators a glimpse of some of their opposition, especially if he feels it will unnerve them. The crate prevents easy access to the gate, and is SIZ 35. It holds blacksmith tools — anvils, sledgehammers, etc., and no one remembers their origin.

A successful Track or Spot Hidden reveals that the dust in the attic has been recently disturbed. A Zoology or Track roll reveals that the tracks are not just ordinary rat tracks: the paws seem shaped like tiny human hands. Perhaps they are the tracks of a monkey? The tracks travel around and between the crates to the gate behind the large crate.

The Basement

The basement is used primarily as a wine cellar and entered by the door in the hall under the stairway. A flight of steep wooden steps leads down to the cellar. The wood is old and rotten, but safe enough to use under normal circumstances. If the investigators' presence and purpose is known, the hired men will rig the steps to collapse the next time used, doing 1D8 damage to the stairs' user, unless he succeeds in a Luck roll (to miss that step completely) or a Jump roll (to get off it in time as it collapses).

The basement is unremarkable except in the fine selection of wines in the racks standing out from the walls, leaving a single aisle the length of the basement, and just enough room between each rack to stand and remove a bottle. The cheapest wine found in these racks would cost at least a guinea on the open market; a successful Credit Rating identifies one bottle as easily worth over a hundred pounds.

Investigators carrying candles into the dark basement notice by the flickering of the flame that there is a slight draft in the basement flowing to the east wall. This draft is only detectable if the basement door is left open behind them. Since the walls are solid stone and the floor hard-packed earth, this should strike them as quite strange. If they follow the draft, a Spot Hidden reveals a rathole at the base of the wall. Holding the flame nearby shows that this is where the draft is going. Knocking on the wall here with any hard instrument reveals a hollow sound. If the investigators wish to batter through the wall, they'll need picks and hammers (available in the utility building). It will take two good man-hours of work to remove or batter through one of the large stone blocks that make up the basement walls. Once the first stone is removed, the investigators feel a breeze, and by holding a light to the hole can see a tunnel of some sort behind the wall, leading away from the basement further than the light can reach. No one in the manor knows anything about this. The house was built long before their time. If the investigators wish to continue, another three man-hours opens a hole big enough for an adult human to fit through without difficulty. This tunnel leads to the old church basement, and is described in the Church of Starry Wisdom section, further below.

There is a 30% chance of a rat-thing running through the basement in the sight of the investigators if they spend more than a few minutes down here. If they begin work on the east wall, this rises to 75%. Roll once each hour or so. The thing looks like a rat, unless the investigator succeeds at Zoology or Spot Hidden, in which case he notices that the creature seemed unusual in some way — perhaps its head was malformed, but the glimpse is quite brief and unclear. If a rat-thing is spotted, the closest investigator has one chance to make an attack before it disappears down the hole (or, if the keeper wants to prolong the chase, behind a wine rack). All chances to hit, whether prepared firearms, thrown objects, kicks (representing stomping on the thing), or hand tools such as picks, are at -40 percentiles chance for success (minimum 5% chance) because of the thing's speed and tiny size. If an attack directed at a rat-thing misses, it may hit one of the wine racks (keeper's discretion as to whether this has happened, or a Luck roll could be made), breaking one bottle of wine for every 3 points of damage rolled in the attack. The keeper should determine the value of any wine destroyed in this way.

If the rat-thing is wounded, it scuttles away. If it is killed, and the attack did exactly the amount of damage points needed to kill it, the body is intact for the investigators to examine, with all its horrible features visible, requiring a SAN roll. If more damage is done than the thing's hit points, but not more than twice the thing's hit points, it is mangled, but enough of the small corpse remains to suggest that the skull and bones were malformed. A successful Zoology roll finds a skull looking as much anthropoid as rodent. A successful Diagnose Disease roll notes that the seemingly malformed bones are not malformed at all, but a natural structure for the creature. If more than twice its hit points in damage is done to the creature, only a tattered rag of flesh is left, with no identifiable parts. A cornered rat-thing might attack an investigator, running up the pants leg or dress of a suitable target.

Manor Personalities

Sherrinford Holmes

STR 14 CON 16 SIZ 17 INT 15 POW 13
DEX 11 APP 15 EDU 16 SAN 78 HP 17

Skills: Accounting 45%, Art Appreciation 70%, Astronomy 20%, Bargain 45%, Botany 25%, Credit Rating 70%, Drive Carriage 45%, First Aid 40%, History 25%, Law 20%, Listen 50%, Riding 75%, Sneak 45%, Spot Hidden 35%, Track 55%, Zoology 35%.

Languages (Speak/Read): French 70%/65%, German 40%/20%, Greek 20%/40%, Italian 35%/17%, Latin 30%/60%.

Weapons: Shotgun 65%, 4D6/2D6/1D6 damage
Riding Crop 70%, 1D3+1D6 damage
Fist 65%, 1D3+1D6 damage

Sherrinford Holmes is what he appears to be — a country squire and lord of Mycroft Manor, as his father raised him. However, anyone conversing with him over the course of a few days realizes on a successful Psychology roll that there are hidden depths to the man, and that if left to choose his own path he might have gone a different way. The many paintings and books on French art in his bedroom hint at the man that might have been.

Holmes is a hardy, good-natured fellow. He is kind-hearted and generous, as evidenced by his gift of the land to his former tenant farmers. He is over-conscious of what others think of him. This latter is an added burden to this entire affair as he dwells on the fear that the community will believe he's a murderer, regardless of what the investigation turns up. Sherrinford is relatively unimaginative, and does not share the intellectual capacity of his brothers, though he's no fool and can beat Mycroft at chess (Sherlock rarely plays). He is not the least bit superstitious and is generally uncomplicated, except for his love of art. One of the few things rousing his anger is unchivalrous behavior to women, a weakness Stark and his cultists have exploited.

Graves

STR 14 CON 10 SIZ 12 INT 13 POW 15
DEX 10 APP 11 EDU 8 SAN 75 HP 11

Skills: Botany 65%, Caretaking 90%, Carpentry 70%, Cthulhu Mythos 6%, Demolitions 50%, Drive Carriage 55%, First Aid 69%, Gardening 75%, Horse Care 80%, Mechanical Repair 65%, Riding 50%, Throw 70%, Woodcarving 85%, Zoology 55%.

Weapons: Shotgun 70%, 4D6/2D6/1D6 damage
Axe 65%, 1D8+2+1D4 damage
Club 60%, 1D8+1D4 damage
Fist 65%, 1D3+1D4 damage

As groundskeeper and caretaker, Graves is in authority whenever Sherrinford is not present. A small, wiry man, Graves has the leathery face of a man who's worked outdoors most of his life, but his full shock of hair (admittedly, silver in color) and the sparkle in his eyes show that he's far from the end of his effective days as a worker. Graves does his job conscientiously and effectively, and has no respect for a shirker. Though only nominally educated, he is shrewd and worldly-wise. He is practical and level-headed, but has lived in the back country too long not to be a little superstitious. He has seen fairies twice, "ugly little buggers, not like wot they shew in pictures at all," and is a firm disbeliever in Darwin's theory of organic evolution. But he keeps these opinions to himself.

Graves doesn't trust Stark and hasn't from the beginning, though this mistrust is nothing he can put his finger on. If he ever warms to the investigators, he'll confide in them that he thinks Stark has mesmerized master Holmes. If he's certain he won't be ridiculed, he'll add that he thinks Stark is in league with the Little Folk, maybe even the Devil. He'll watch the investigators after telling them this, looking for any signs of disbelief.

Even if they act as if they believe, he looks somewhat defensive as he explains that he's seen things in his life "wot scientists can't explain," and that his old man, may he rest in peace, saw things that were part of nature, but still unnatural. He mentions the fairies he saw once and tells the investigators about his fathers stories of seeing winged devils in the sky when walking in the Cleveland Hills, and how his grandfather once saw a kelpie in a loch when he was a young man. If the investigators show interest in these statements, he describes the fairies he once saw as squat, nakedly scabrous things, no more than 3-4 feet high, with shovel-like nails, horribly mottled bodies, the flickering tongues of snakes, and the most evil eyes he'd ever seen. One of them squirmed on its belly. (A successful Cthulhu Mythos roll identifies these things as degenerate spawn of the Serpent Men.) He can't tell them much about the winged devils his father saw, but he can show them the wooden carving in his room of his grandfather's kelpie. Anyone succeeding in a Cthulhu Mythos roll notices that the carving is reminiscent of a lloigor in reptile form. Thus, Graves is ready to believe the investigators' explanations of supernatural happenings in the murder case, and will go along with them all

the way, so long as he's sure they're working to help Squire Holmes (within limits, such as those concerning the dynamite in the utility building).

Graves can give the investigators several tidbits of information. If he is asked about the hired men who left Sherrinford's employ after Stark arrived, he can give the investigators quite an earful!

"Tha first two to go after Stark come — thet'd be Tom Wells and Johnny — complained about rats. They said rats crawled on 'em in the night, biting them, that sort of thing. Tha other men didn't see no sech thing, though. I sat out some traps, but caught nothing. Johnny and Tom had bite marks, but it sure didn't look much like rat bites to me. Dr. Sacker bandaged 'em up, and he didn't think they looked much like rat bites, either. Tom left pretty soon, afeard he'd come with some filthy disease if he stayed. Johnny stayed a bit longer. Then Johnny comes to me in the middle of the night, shouting and sweating. He says he saw a witch sitting on his chest — like a rat with a witch's face and sharp teeth, just glaring at him." (Graves shakes his head at this.) "I don't know what he seen, but he waren't the same after. I had to let him go. Stark had a replacement ready, though, just like for Tom Wells — like he knew they were leavin'.

"Tha next two men to leave — thet'd be Eliphalet Staley and Dick Smith — come up one at a time a week apart and said they were going. No reason. But I knew summat was wrong. They each of 'em looked roughed up. Eliphalet said he'd tripped and fell, thet's how he said he got them thumps and bruises. Dick never said. I think Stark and his two mates knocked 'em around, forced 'em to leave. But I couldn't prove it. Tha last feller, Miller, just run off screaming in tha night. Stark come to me right after and said he's seen tha lad eating opium or some such — thet he'd prob'ly et too much, thet he'd seen the same in Asia. I dinna believe a word on it. Miller were a good lad, a local boy. I thinks Stark did summat to drive him off."

If the investigators ask Graves why he stays on with Stark, when he obviously mistrusts the man, Graves, surprised, replies that someone must look out for the master, otherwise Stark would ruin him for sure, if he hasn't already. Graves is quietly of the opinion that Stark is behind Sherrinford's trouble, including Fischbein's murder, but the old man doesn't know how to go about proving it. He'll be glad to help the investigators do so.

If the investigators ask if any of the old hired men are still in the area, Graves knows of only one, Johnny Clay, the lad he had to let go. "The boy's still not right in the head. He lives with his folks, runs errands for folks, but is a bit excitable. Seems skittish around small animals. Maybe he did catch some sickness from them rat bites."

Graves only has one other important piece of information. He's noticed the new hired men sneak off at night a lot, headed east. Not to Osmotherley, but in the direction of the moors. There's nothing out there for miles except the old church. He thought to follow them once, but it was a dark, moonless night, and he decided it'd be best not to go off alone like that. Should the investigators decide to follow the hired men, he'll be glad to go along. He knows nothing about the old church except that it was an old Papist parish, long abandoned. The children of the district swear it's haunted.

Jevers

STR 11 CON 12 SIZ 13 INT 14 POW 9
DEX 11 APP 13 EDU 12 SAN 55 HP 13

Skills: Accounting 55%, Bargain 45%, Debate 35%, Drive Carriage 40%, Etiquette 90%, History 45%, Law 35%, Library Use 45%, Sneak 30%.

Languages (Speak/Read): Greek 17%/35%, Latin 22%/45%.

Weapons: Fist 50%, 1D3 damage
Knife 25%, 1D6 damage

Jevers is the butler of Mycroft Manor, Sherrinford's body servant. He was Siger Holmes' butler before Sherrinford's time, and serves the current squire as efficiently as he did his father. Like Graves, Jevers is intensely loyal to Sherrinford. Jevers fancies himself a sophisticate, however, a cut above the rougher Yorkshire-bred servants. He can be overbearing at times, especially with the house staff, and is quite fussy if he thinks they are not performing their duties up to the level he believes the master expects of them.

He considers himself too sophisticated to believe in superstition or the supernatural. He is so firm in this belief that little can rock it; in fact, should he see something clearly supernatural or abnormal, he'll try to ignore its existence, denying he'd ever seen it and probably eventually convincing himself that he hadn't.

He sees himself as a man of responsibilities, the house being his prime one. While Graves might go running off with the investigators on some hare-brained dangerous expedition, Jevers feels he can best serve the master by staying and guarding the house via his presence, even if the others believe and claim Sherrinford is in trouble elsewhere. To convince Jevers to leave his place of duty at the manor house, he must be defeated in a debate (Jevers and his opponent roll simultaneous Debate rolls until one of them succeeds while the other fails). Oratory does not affect Jevers, as he considers himself a man of reason.

He always appears impeccably dressed in his tie and tails, as he believes his position requires. His fringe of gray hair around his bald pate gives him, in his opinion, the necessary touch of dignity a man in his occupation should possess. In fact, when he was younger, he used to bleach his hair gray to attain said dignity.

Jevers should be of little help to the investigators overall, except in defending the manor house against attack, in which he will be fervent if somewhat inept. He has no useful information for them — all the intrigue at the manor has passed under his notice, though he is certain of Sherrinford's innocence. He views Graves as a friendly rival in serving the master;

gets along well with Mrs. Hooper and Lucinda in his role as their superior; and dislikes Stark and the other hired men, regarding them as uncouth ruffians, despite Master Holmes' tolerance of them.

Mrs. Hooper

STR 9 CON 12 SIZ 8 INT 12 POW 10
DEX 11 APP 9 EDU 4 SAN 50 HP 10

Skills: Cook 90%, First Aid 45%, Occult 65%, Oratory 20%, Treat Poison 25%.

Weapons: Knife 35%, 1D6 damage
Kindling Hatchet 20%, 1D6+1 damage

Mrs. Hooper is the manor's cook. She's cooked for Sherrinford since he was a lad in short pants, and will cook for him so long as she's able. Tough, stringy, and crotchety, Mrs. Hooper has a heart as soft as her exterior is rough. She looks on Master Sherrinford as a son, fixing him his favorite meals as often as she thinks will please him without spoiling him. She's taken Lucinda under her wing to see the poor orphan keeps on the straight and narrows, with no parents to guide her. Mrs. Hooper is uneducated and enormously superstitious. She knows a lot about local legends and folklore, especially about witches and fairies and people who have sold their souls to the devil. She can go on for hours in conspiratorial tones about these thingss while the investigators listen, but nothing she says is of any consequence, except that the nearby standing stones are where the local witches meet for their sabbats. Of course, she's not seen them (being not fool enough to go there when the witches are meeting), but she knows the facts. Similarly, she also knows that the old Catholic church near the Manor is haunted.

Of Stark and the other hired men she says only that she doesn't like any of them. They're outcomlins — different. They're up to no good, and Stark's the worst of the lot, a child of the devil. He's trying to sway poor Lucinda from the path of righteousness with his talk of the wide wicked world. As for Fischbein, they're better off that one's dead. If only the master hadn't been accused. She firmly believes in Sherrinford's innocence, and that dreadful evil is afoot. Each night she arms herself with the kindling hatchet and locks herself in her room, not coming out till morning for anyone but Sherrinford, Lucinda, Graves, or Jevers.

Lucinda Jones

STR 10 CON 11 SIZ 10 INT 9 POW 8
DEX 13 APP 16 EDU 3 SAN 25 HP 11

Skills: Cook 45%, Cthulhu Mythos 10%, Drive Carriage 30%, First Aid 45%, Housekeeping 80%, Sing 65%.

Weapons: Kick 25%, 1D6 damage

Lucinda is the manor's maid. Only 17 years old, she has been in Sherrinford's employ for some four years, since she came north after her parents' death. She is uneducated and naive, but has a wild, deer-like prettiness. She is grateful to Sherrinford for taking her in, and appreciates Mrs. Hooper's efforts to mother her; she is also restless and impressionable. A distorted image of the outside world handicaps her, an image portrayed in the penny-dreadfuls which Mrs. Hooper allows her to read.

When Stark came, she felt that his presence added glamor and mystery to the manor. She became enamored of him; in return, he has used her childish infatuation to pull her into the plot against Sherrinford. He has influenced her to help him. Fischbein's unwanted attentions were part of the plot; she played along for Stark's sake. She had no idea it would end in murder — her screams of horror at the sight of Fischbein's corpse were real enough — and now she is frightened and wants out. She fears what Stark might do to her if she tried to leave or to tell anyone what she knows. A successful Psychology rolls informs the investigator of her inner distress.

If an investigator finds her alone in the house, she may be crying. If accosted, she claims it's because of Sherrinford, that nice old man, being accused of murder. She may look as if she's about to tell more, but catches herself and runs off. If the investigators are kind and sympathetic, she may try to confide in them. But she is doomed. Just as she decides to tell all to the investigators, she is slain in the Second Murder, which is yet to occur.

W. W. Stark

STR 16 CON 15 SIZ 15 INT 15 POW 21
DEX 12 APP 14 EDU 5 SAN 0 HP 15

Skills: Astronomy 30%, Boating 70%, Botany 25%, Camouflage 35%, Cthulhu Mythos 75%, Fast Talk 80%, Make Maps 45%, Occult 80%, Pharmacy 50%, Psychology 45%, Sailing 55%, Shiphandling 65%, Sneak 50%, Swim 65%, Throw 55%.

Languages: Speak Samoan 25%.

Weapons: Kick 25%, 1D6 damage
Knife 65%, 1D6+1D4 damage
Club 70%, 1D8+1D4 damage
Fist 75%, 1D3+1D4 damage

Spells: Contact Deep One, Contact Nyarlathotep, Contact Rat-Things, Create Limbo Gate, Curse of the Rat-Thing, Enchant Sacrificial Dagger, Summon/Bind Dark Young of Sub-Niggurath, Summon/Bind Nightgaunt, Voorish Sign.

Stark is the leader of the cultists, who include all the hired men in Holmes' employ. Stark became a follower of Cthulhu in the South Pacific, while engaging in smuggling. On his return to England, he came to London, where Moriarty contacted him, and he became one of Moriarty's top men. Most of Moriarty's men care for the doctrine and dogma of the Great Old Ones only insofar as Moriarty threatens them with it, but Stark is a philosopher. He considers himself to be the ally of Moriarty, not his underling. There is justification for this feeling, because the members of the Cthulhu cult he has organized in England look for guidance to him, not to Moriarty.

When Moriarty assigned Stark to infiltrate Sherrinford's employ, Stark did so by summoning nightgaunts to carry away one of Holmes' servants.

Stark showed up the next morning as a replacement, and was accepted without question. He soon made plans to eliminate the rest of Holmes' hired men. Exploring the abandoned church east of Mycroft Manor, he discovered the sinister rat-things that inhabited it. He managed to ally them and, with their help, he frightened away two more of Holmes' men. Once he'd managed to get two of his own men into Holmes' employ, he bullied away yet two more of Holmes' folk. The last one he drove mad by holding down the man and feeding him an exotic drug from Burma brought by one of his cultists.

Stark established headquarters at the old church, and there they went on certain nights to perform their rituals of tribute and gratitude to the Old Ones. At the last, Stark began playing on Lucinda's passions, promising her that, through him, she could leave the drudgery of country life and experience her dreams of the city. He also began cultivating the attentions of a local town girl, planning to use her as a sacrifice when the time was right. Finally, with Fischbein's arrival, he was prepared to orchestrate events so that Sherrinford would suspected of murder.

A big, burly man, Stark is strong and rugged in appearance, often ill-shaven. He can be charming and persuasive in a rough-hewn way. If questioned, he seems anxious to help and reluctant to implicate Squire Holmes in any wrongdoing. Yet, by his manner he damns Sherrinford, seemingly unintentionally.

He reluctantly confirms what Sherrinford told him about the incidents with Fischbein, but throws in comments actually designed to subtly incriminate Sherrinford. "Aye, 'e 'ad murder in 'is eye, 'e did, not that I blame the ol' Master, 'm feeling' what 'e did for the lady and all . . ." is his comment about the interview with Holmes on letting Fischbein stay on till morning. Then he breaks off, as if he'd said something he shouldn't. If further questioned, he guardedly explains that it's common knowledge that Sherrinford had an eye for Lucinda. "Must've 'ad it ever since 'e took 'er in. Course none of t'other servants'll talk about it at all, specially not round strangers — no offense, of course. Hit's none of my business, but a body couldn't help but notice it once a body'd been 'ere for a while. No wonder Master Sherrinford was upset about Fischbein's attentions — 'e wanted 'er for 'imself. Not that I blame 'im, mind you. 'E's entitled, if you arsk me. All 'e's done for 'er."

Stark always respectfully refers to Sherrinford. If an investigator mentions that the older servants don't care for Stark, Stark expresses surprise, as if he hadn't known. He says that he does the job he's paid for, and wonders what else could be asked of him. He speculates that it's because he's not a local, and it sometimes takes a long time for outsiders to get accepted around here. He may have to work at the Manor for ten or fifteen years before he'll be thought of as other than a newcomer. He tries to insinuate that the investigators probably aren't getting the truth from the others. He, also being an outsider, is probably the only one who's open and aboveboard with them.

If asked about Fischbein's 'condition,' he affirms that Fischbein had an old wound and was taking drugs prescribed by Dr. Sacker. If the investigators have spoken with Sacker and tell Stark that Sacker prescribed no medication for Fischbein, Stark acts surprised and says that he was merely passing on what Fischbein had told him. He couldn't watch the man all the time.

If the investigators press him, he passes the buck to Graves who, after all, is foreman of all the hired men.

If asked about the nocturnal walks, he says that he and others are mostly men of the outdoors. They enjoy walking in the fields and woods, feeling close to nature, gazing at the stars. Can't do it during the day, them being working hours.

If asked why he left the sea, Stark says he came down with one of those exotic diseases that creep around the Far East — the Black Formosan Corruption or some-such the doctors called it. Nearly died of it. When he got over it, his lungs were never the same. He couldn't take the sea air and tropical climate any more. He seems morose for a minute, but then brightens, adding that if he hadn't left the sea, then he's never have had the honor to work for a man like Squire Holmes.

Overall, Stark leaves the impression of being an honest, hard-working man who has witnessed a tragedy he wishes had never happened. The keeper should strive to play Stark in such a way that the investigators are left wondering if perhaps he is innocent after all, and that the others just might have been less than honest with them. In any event, the investigators can learn nothing from Stark simply by interviewing him. He is shrewd, and extremely dangerous.

He learned the spell of Curse of the Rat-Thing from the rat-things themselves. Should any of the investigators or non-player-characters die during the scenario, Stark uses this spell to transform the fallen comrade into a rat-thing, and sends it to plague its former comrades. Those who are ritually sacrificed, however, are not turned into rat-things: their soul-force is contained in the dagger, unavailable for metamorphosis.

The Hired Men

	Lucas	*Blackie*	*Peter*	*Scar*	*Haney*
STR	12	13	11	10	12
CON	11	13	12	11	14
SIZ	13	14	13	15	13
INT	11	13	13	12	13
POW	13	10	12	13	9
DEX	10	8	11	9	11
APP	10	11	9	7	8
EDU	6	7	5	9	8
HP	12	14	13	13	14
weapon	Fist	Fist	Fist	Fist	Fist
attack%	60%	55%	65%	70%	70%
damage	1D3 +1D4	1D3 +1D4	1D3	1D3 +1D4	1D3 +1D4
weapon	Hatchet	Knife	Pistol	Club	Club
attack%	40%	55%	35%	45%	35%
damage	1D6+1 +1D4	1D4 +1D4	1D6	1D8 +1D4	1D8 +1D4

The hired men have Deep One ancestry, though all of them also have enough English blood in them to pass for British citizens. All await the day of their Great Change, when they cast off their human forms permanently to live forever under the sea. Until then, they act as muscle for Stark, providing backs for physical tasks and magic points to help fuel his spells.

If they are questioned by the investigators, they're surly and uncooperative, alternately claiming complete ignorance and giving short unhelpful answers. If Stark is present during questioning, they'll look to him before answering. He'll usually nod, but the answer will tell the investigators nothing important or incriminating. If the investigators note that the hired men seem to seek Stark's approval before speaking with them, he points out that the men are his responsibility and old friends, and such an attitude is quite natural.

Their general attitude seems to be that they are worked too hard, paid too little, and that if they'd known the job would be like this, especially when the master of the house turns out to be a murderer, they'd not have taken it. They are evasive about their night strolls, acting as though their privacy is being invaded. If pressed strongly, they'll 'admit' that some of the girls from town come out to meet them on the quiet after dark —after all, a man's entitled to some recreation, what? If asked about the secrecy, they tell the investigators that neither Graves nor Squire Holmes would approve — this particular female companionship is of the professional variety. That's why they do it on the sly. The investigators should get the impression that Stark didn't tell them about this to keep the men out of trouble.

Basically, the hired men confirm Stark's story and other non-incriminating details. No use of Debate, Oratory, or Fast Talk gets other information out of them — they are used to hiding the secret of their Deep One heritage and a mere murder investigation is nothing compared to that. A successful Psychology roll determines that the men are not being completely honest: not necessarily lying, but at least being reticent.

If the investigators attempt to follow the men, they will need both Hide and Sneak rolls to keep the men in sight without being detected. Alternatively, they can stay well out of sight and make a successful Track roll to follow these villains. If the hired men see them, depending on the point in the scenario, they'll lead the investigators on a wild goose chase, ambush them and beat them up (later claiming they mistook the investigators for robbers), or summon some monster to attack them.

If any investigator succeeds at both an Anthropology roll and a Cthulhu Mythos roll when observing the hired men at close range, he recognizes that all of them exhibit the taint of the Deep Ones. None of them have far degenerated, however. Fischbein shared this trait with the others. In fact, he was starting to metamorphose while in Holmes' employ. This did not interfere with the cultists' plans. Fischbein, drugged and fatalistic, accepted his death at the hands of his friends.

Should the investigators decide to have one of their number sleep in the hired men's room, as a replacement for Fischbein, the first night he spends there the other hired men eye him suspiciously and ask him gruffly, "Who be ye?" If he says anything except stating that he's been hired to replace Fischbein, they ignore him from then on. But if he does state that he's been hired to replace Fischbein, they size him up, and slowly move into position surrounding him. One reaches into his footlocker, pulls out a bottle, and advances menacingly. He raises the bottle slowly, as if preparing to smash the investigator with it, but before crashing it down upon his head, he smiles, produces a dirty glass, and says, 'Av a drink, mate.' If the investigator throws a punch or takes other offensive action against the man before that moment, a fight results, with the investigator grossly outnumbered. After several rounds, if the fight is still going on and the investigator is still on his feet, Stark shows up to break it up. The men explain that they were just having some fun with the new feller and were offering him a drink when he started a fight. If the investigator doesn't react negatively to the man's actions, but refuses the drink, the men turn surly and circle him menacingly. When he does take the drink, it proves to be cheap whiskey. If he never does take it, the men remain unfriendly the rest of the time he stays with them. If he takes it, they act friendly thereafter, though he is not taken into anyone's confidence. Most of the time he's left out of their activities, though they are friendly enough.

If they learn that he is actually an accomplice of the other investigators, their attitude becomes cold, and they may arrange an 'accident' for him. So long as their relationship remains cordial, they'll offer him whiskey again whenever they wish to go on one of their nocturnal journeys, only this time the whiskey will be drugged so they can slip away. They do this on the night they disappear, as well. If the investigator won't take the drink, or if he is already known as an enemy, they knock him out, to be found later by the other investigators, tied and gagged. If thus overpowering him is impractical for some reason, they poison him in his evening meal, with a potency 15 poison. Whether he can be saved depends on how long it takes the others to find him and whether or not the group has the necessary skills (Dr. Sacker could be summoned from town if the investigators act quickly).

All the men know the Create Limbo Gate spell, and Haney knows how to Summon and Bind Dark Young of Shub-Niggurath as well. Each man, including Stark, has an octopus tattoo somewhere on his body. To notice it, an investigator needs to examine the unconscious or dead nude body of one of the hired men.

The Surroundings

Once they've questioned the manor staff and examined it and its grounds, the investigators may wish to inspect the surrounding area. If they are reluctant to do so, it's their funeral.

TRANSPORTATION: the investigators could simply walk around the area, since the distances are not great. If any investigator has a Ride skill of 20% of more, Graves permits him to take one of the horses. Also, Graves permits anyone who pleases to take the horse and buggy, though this limits travels to the roads and flat, easily-traversed fields. Waterways are only crossable at roads for the horse-and-buggy.

TENANT FARMS: these, formerly part of Mycroft Manor's holdings, may be found all over the area. The keeper may place and inhabit these as he wishes. Little information of use to this investigation can be found through talking to the farmers. Basically, they all think of Squire Holmes as a good man, highly honored for his remittal of their debts and gift of their land. However, they indicate that the squire isn't as well thought of since he brought in the outcomlins. No one has anything specific on which to base their dislike of the hired men, though. The farmers in general distrust outsiders, including the investigators. If any investigator is originally from Yorkshire or elsewhere in the north of England (not Scotland, though), they'll be willing to communicate with him. Others must succeed in an Oratory, Credit Rating, or Psychology to avoid the farmer's natural suspicion of outsiders. Regardless of the roll, no more information than that above is forthcoming unless one of the die rolls is 01-05 and the farmer questioned lives in the vicinity of the old church, in which case he tells the investigators that devils have taken up residence in the church. He's seen their hellfires at night and heard their blasphemous songs.

OSMOTHERLY, KIRBY, OVER-SILTON, other small villages: their inhabitants react similarly to the farmers described above when it comes to dealing with the investigators, and no more information can be obtained here. However, as the investigators stroll down the street, an uncomely old man standing in the gutter suddenly cackles, asks, "And 'ow goes the investigation, lads?" and calls one of the investigators by name. As they turn to look at them, he winks and scuttles off behind a house. Whether they turn to chase him or not, just as he vanishes from sight, he suddenly straightens up, changes expression, winks again, and the investigators are thunderstruck to recognize Mr. Sherlock Holmes. The investigators will fail to find him, no matter how they search. His appearance here is just to assure the investigators that Holmes hasn't forgotten them. If the investigators ask any locals about the little old man, they all claim no previous knowledge of him.

CHURCH OF STARRY WISDOM: see the section below on the church for information.

THE STANDING STONES: here, on a small hill, are the pre-Roman remains of a tiny circle of standing stones seven feet in diameter. Here Stark contacted the nightgaunts who carried off the man he replaced at the manor. He occasionally summons the monsters for other tasks, and always goes here to do so, for these stones are infused with old magic. Stark will head up to the stones on at least one night prior to Walpurgisnacht while the investigators are visiting the manor. If any of the investigators manage to follow Stark to the stones, they can see him meet and confer with unseen voices out of the sky (Stark is seeking advice and assistance from some of Nyarlathotep's servants). If Stark notices the investigators, he'll yell for help, and two Things materialize from the air (sent by the servants) to attack. Stark slips away during the attack and moves up his timetable, speeding up the second murder if it hasn't already occurred.

Thing One

STR 22 CON 22 SIZ 22 INT 6 POW 10
DEX 8 HP 22 Move 9

Weapons: Tail Whip 40%, 2D6 damage
Bite 30%, 3D6 damage

Thing Two

STR 22 CON 22 SIZ 22 INT 6 POW 10
DEX 8 HP 22 Move 9

Weapons: Tail Whip 40%, 2D6 damage
Bite 30%, 3D6 damage

Notes: these Things resemble giant cancerous serpents. Their only facial features are a large, jaggedly-toothed mouth and tumorous growths. If they are killed, they melt into a disgusting pool of slime within a few hours. San loss for seeing the horrors is 1/1D6.

If the investigators simply go up to the stones on their own initiative, without following Stark, a successful Archeology roll informs the user that the stones are, in fact, pre-Roman, and possibly even pre-Celtic. At night, anyone standing within the inner circle of stones and succeeding in a Listen roll can hear vague squeaking voices in the distance. No matter how hard he listens, the voices are garbled and unintelligible. If Contact Nyarlathotep is cast within the stone circle, the spell automatically succeeds, and the voices become gradually louder and louder, until the user can hear them clearly. They will introduce themselves as the servants of Nyarlathotep in horrible, quavering tones, and ask the investigator what he wishes. No matter what the investigator asks, they'll provide him with worthless and grossly misleading answers (such as "Yuggoth holds the key" or "Fischbein lives yet, seek not his murderer" or even "We cannot say; ask High Priest Sherrinford"). Any Summon, Call, or Contact spell cast from within the circle has 20 percentiles added to its chances for success. Of course, certain spells cannot be cast at all from the circle, such as Contact Deep Ones, or Summon Star Vampire on a cloudy night.

OLD EBAN'S: this area consists of a clump of woods more densely forested than the rest of the area. If the investigators explore the small forest, they find a clearing holding a small cottage. As they near the cottage, a shotgun thunders, and the ground nearby erupts from a load of buckshot. Anyone on horseback must succeed at Ride to keep from being thrown from the horse. Anyone thrown can immediately try a second Ride roll to land properly and avoid taking 1D6 points of damage from the fall. Anyone staying on the horse's back can control his animal; those falling off see their horses run away. No matter what, the shotgun blast is followed by a creaky old voice shrieking out, "Git off me property, or I'll mow ye down!" If the investigators turn to leave, no more blasts are forthcoming. If they ignore the warning and hold their ground or advance, the old man reloads and fires two more shots, to miss, as a warning. If they persist, he screams "I warned ye!" and, if the investigators still don't turn and leave, he fires to hit. No communication roll of any type seems to help, and the oldster seems adamant that he regards the investigators as trespassers and wants them off his property at once. If the investigators return fire at any time, the man in the cottage immediately begins shooting to kill.

If the investigators leave and tell anyone about the incident, they're informed that it was Old Eban's land they'd come across, and that Old Eban is brain-weak, but harmless if left alone. If he'd fired at the investigators no one seems overly concerned, even if one of the investigators has been wounded. "He warned yer off, didn't 'e? Na then, 'tis your own fault."

Constable Culverton, if the incident is reported to him, is equally uninterested, unless an investigator was killed. If so, he promises to go talk to Eban and take him into custody. But once he goes, he never returns. If Eban himself is wounded, he won't report it, and the constable won't care that much if the investigators do. But if Eban is killed, the constable arrests all the investigators for manslaughter. Even though Eban fired at them, they were trespassing, and everyone knows Eban always warned off strangers.

Old Eban is actually a druid, which faith enjoyed a mild, bowdlerized revival in the late Victorian era. He has abandoned the organized branch of his religion and has gone into seclusion here in the North Riding, away from his fellows. He chose this spot due to the nice little grove surrounding his cottage, where he can feel worship the forest without interference. He is a hermit by nature, and tolerates no intruders. He knows about the Cthulhu cultists' presence nearby (and has seen them at the stone circle which Eban, too, uses), and he also knows that some sort of hanky-panky has been going on at the manor, but he doesn't care. He'll remain neutral so long as the cultists don't bother him or his trees. If he is threatened, he'll call up a Dark Young of Shub-Niggurath to protect him. If the cultists decide to attack him for some reason, they are likely to call up a Dark Young themselves, since that is by far the most dangerous monster they know how to summon, and there is a convenient copse of trees around Old Eban's cottage. But they are in for a nasty surprise, since a Dark Young obeys Eban's commands over all others', regardless of Binding spells.

If investigators trespass on his land and fire back at him after he's fired his warning shots, their chance to hit him is reduced by 20% because he hides behind his door-frame. After emptying his shotgun at them, he'll retreat into the woods and call up a Dark Young to attack the investigators. If he is killed before he can do so, that night a Dark Young comes after the investigator who killed Old Eban. This old druid won't actively harm or hinder the investigators in any way unless they attack him or refuse to heed his warnings. Should they set fire to the woods or perform any similar act, purposefully or by accident, he sends 1D3 Dark Young after them to avenge the burned tree spirits.

Just as he won't hinder the investigators without provocation, neither will he assist them unless they first demonstrate knowledge of woodland occult matters and Druidic ritual. To do this, the investigators would have to overpower Old Eban, at which he'd spit out, "Ye know nothin' of me, the woods, or the druids. Be off wit' ye!" At that challenge, if the investigators claim they do know about the woods and druids, he'll listen. If an investigator succeeds in Occult, Botany, and Archeology rolls — all three — Eban is convinced and helps them any way possible.

Old Eban

STR 8 CON 12 SIZ 12 INT 15 POW 18
DEX 10 APP 7 EDU 8 SAN 0 HP 12

Weapons: 20-Gauge Shotgun 65%, 2D6/1D6/1D3 damage
Knife 90%, 1D4 damage

Skills: Botany 75%, Camouflage 50%, Chemistry 15%, Cthulhu Mythos 35%, Diagnose Disease 25%, Forecast Weather 60%, Hide 70%, Listen 70%, Occult 80%, Pharmacy 35%, Sneak 65%, Speak with Trees 95%, Spot Hidden 40%, Throw 60%, Treat Poison 55%.

Languages (Speak/Read): Gaelic 75%/37%, Latin 32%/65%.

Spells: Elder Sign, Powder of Ibn-Ghazi, Voorish Sign, Summon Dark Young of Shub-Niggurath.

Special Abilities: Dark Young always obey him without need for a Binding spell. If the Dark Young is already Bound by another individual, Old Eban can break that binding with a single word.

Note: Eban has a hand-copied English version of *De Vermiis Mysteriis* hidden under his bed. It is scrawled and crabbed and requires a Read English roll to decipher. When read, it only gives +10 percentiles to Mythos knowledge but is otherwise the same as the Latin text.

Northallerton

The townsfolk herein are similar to their country neighbors, and are a little distrustful of anyone not from the north of England. However, because they are on the train line and are a bit more used to outsiders, the investigators' chances at rolling a Credit Rating, Fast Talk, or Oratory are doubled, for the purpose of ingratiating themselves to the townspeople. Most of them know about Squire Holmes and respect him, though a few think he was foolishly noble to give up

his tenant farms, and most don't think as highly of him since he brought in the hired men from outside instead of taking on more local boys. They're a bit wary, too, due to what happened to the previous men who worked for him. None of them are around any more, "save poor Johnny Clay, and ye know how he is nowaday." If the investigators claim ignorance of Johnny's condition, the townsperson curtly says," 'E's daft!" No one in Northallerton knows about the old church.

NORTHALLERTON CONSTABULARY: the county gaol, and the office of Constable Culverton. It is a small office, with two small cells and barely room for a desk and safe (in which evidence is kept). On the wall hangs a gun rack holding two double-barreled shotguns, one 12-gauge and one 20-gauge. Near the door is a small bookcase holding books on British law and county ordinances. The safe is quite secure and its combination lock impervious to all but professional safe-crackers. Only Culverton and his aide, Ted Marvin, know the combination. Of course, a monster with a STR of 40 or more, such as a Dark Young, could rip the door off.

There's a 70% chance that Culverton is within his office at any particular time of day, and a 70% chance that Ted Marvin is here as well (roll separately, so Marvin could be here when Culverton is not, and vice versa). If Culverton is not at the gaol, he is usually out on a complaint or walking around, keeping an eye on the town.

If the investigators received successful Debate or Oratory rolls when they met Culverton at Mycroft Manor, and hence were invited by him to talk with him at Northallerton, and if they didn't lie to him (by now, he has telegraphed London to confirm their identities), he'll greet them cordially when they call. He's willing to share information with them, though he is quick to point out that he is a lawful representative of British law in the county, and that the investigators should remember that they have no official authority, even if they were sent by Sherlock Holmes himself. Culverton admits to always liking Sherrinford, and is reluctant to believe that he killed Fischbein, though the evidence does look grim. Unless the investigators turn up something new, he'll eventually be forced to bring Sherrinford before the magistrate. Culverton shares what he's learned on the case so far, though this gives the investigators no further information than they already have if they've questioned Sherrinford thoroughly and talked to the other servants (Culverton's questioned all the servants, including Stark; he knows of Sherrinford's supposed infatuation with Lucinda).

If no investigator received a successful Oratory or Debate roll upon first meeting Culverton, and hence were not invited to visit, they'll need one such successful roll before he'll give them any information. If they fail, he is polite, listens to what they have to say, promises to look into any new information they deliver, warns them about their lack of authority, and dismisses them without sharing what he's learned. If they've been dishonest with him and he can confirm it, then he's quite abrupt with them, warns them not to interfere in the official investigation, and threatens them with imprisonment if they do. Also, he won't share any information with them or help them in any way, beyond his duty to any citizens in trouble.

If, however, the investigators have gotten on Culverton's good side, he'll let them examine the murder weapon. If asked politely, he'll remove the dagger from the case and show it to them. A successful Archaeology or Occult roll identifies it as similar to the flame daggers used by the ancient Order of Assassins. Culverton explains that a flame dagger very like this one was stolen from a private collector in London about a month ago. At the time, Sherrinford Holmes was also in London, supposedly to attend an art exhibition. (Keeper's information: of course the dagger, a twin to the one Stark possesses, was stolen by one of Professor Moriarty's men and transported to Yorkshire for its part in the drama.)

If Culverton is not at the station but Ted Marvin is, he'll be very impressed if the investigators tell him that they're working for the great Sherlock Holmes. He fancies becoming a great detective himself someday. He won't open the safe for them without Culverton's permission, though, no matter how they plead.

The safe also contains Fischbein's personal effects: a pocketknife, a seaman's compass, a near-empty bottle of cheap whiskey, a tattered book of South Pacific maps, and a ring with a symbol identifiable on a Cthulhu Mythos roll as a stylized rendering of a Deep One's head. Culverton will permit the investigators to take none of these objects.

Regardless of Culverton's attitudes at the start of the scenario, he becomes convinced of Sherrinford's guilt after the second murder, and may suspect the investigators of being accomplices. In any event, after Lucinda's death he ceases to listen to any of the investigators' theories and does his duty, arresting Sherrinford.

An efficient and conscientious man, Culverton is neither imaginative nor credulous. He fancies himself educated and holds with no tales that smack of ignorant superstition. Thus it is difficult for him to swallow any stories of supernatural happenings.

If the investigators have made friends with Culverton, he'll give them a letter of introduction to Dr. Sacker for information on Fischbein's corpse.

Constable Danvers Culverton

STR 13 CON 12 SIZ 13 INT 13 POW 18
DEX 11 APP 12 EDU 12 SAN 50 HP 13

Weapons: Nightstick 70%, 1D6+1D4 damage
12-Gauge Shotgun 50%, 4D6/2D6/1D6 damage
20-Gauge Shotgun 50%, 2D6/1D6/1D3 damage

Skills: Drive Carriage 45%, First Aid 50%, Geology 25%, Law 70%, Listen 45%, Psychology 40%, Ride 65%, Sneak 45%, Spot Hidden 40%, Track 65%.

Assistant Constable Ted Marvin

STR 11 CON 11 SIZ 12 INT 12 POW 11
DEX 14 APP 9 EDU 11 SAN 55 HP 12

Weapons: Nightstick 40%, 1D6 damage
12-Gauge Shotgun 30%, 4D6/2D6/1D6 damage
20-Gauge Shotgun 30%, 2D6/1D6/1D3 damage

Skills: Drive Carriage 25%, First Aid 40%, Law 50%, Listen 35%, Psychology 20%, Ride 45%, Sneak 35%, Spot Hidden 30%, Track 45%.

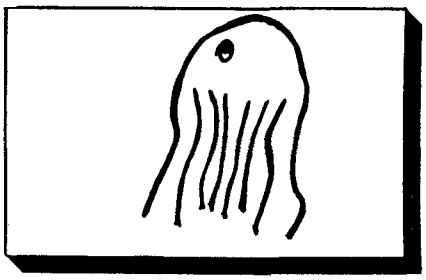
DOCTOR'S OFFICE: Dr. Ormond Sacker, a vigorous sexagenarian, is the town doctor as well as county coroner. He is crotchety, wizened in looks, and fussy in manner. When the investigators visit him, he immediately assumes they've come for medical attention and begins to examine the least healthy-looking (the investigator with the lowest CON). While he examines his victim, he chatters on about the fast pace of modern life causing most ailments, what with the train lines and all that smoke eating everyone's lungs. He continues in this manner until someone manages to gain his attention with an Oratory or Debate roll, in which case he stops his inspection and listens to what they have to say. If they request to see his records about the examination of Fischbein's body or ask him about it, he refuses absolutely. If they rudely press him, he points out that such information is confidential material, especially when a murder is involved. Unless the investigators have a letter of introduction from Culverton, or one of the investigators is an MD and also succeeds in an Oratory roll, he won't give them any information at all. If one of these conditions is met, however, he still won't show them the records, but will give them the following information.

Fischbein was definitely murdered with the dagger found at the scene. Dr. Sacker had never seen anything like that dagger before. Fischbein was cut up extensively before the killing blow was struck, but he probably didn't feel anything, since there was quite a bit of opium in his system. The cuts were rather odd, they seemed to form a sort of pattern. If the investigators ask him to reproduce said pattern, he does so.

Dr. Sacker mentions that Fischbein suffered from a degenerative disease, one probably hereditary: the man's eyes bulged out as though from a thyroid condition, though the doctor found no other evidence of it. Fischbein's toes were webbed together, and his hand- and foot-bones were deformed and slightly elongated. And his neck — at first Dr. Sacker thought he'd been cut there, too. But there were just deep folds there, natural-looking. The bottoms of the folds were red and raw, as though irritated or ruptured. Dr. Sacker looks sharply at the investigators. If they act as though they wish him to continue, he goes on to speculate that the fellow is some sort of Darwinian throwback, a circus freak. Dr. Sacker is no more receptive to talk of monsters or the occult than Culverton.

If the investigators ask about the medicine Fischbein supposedly had prescribed for him, Dr. Sacker denies all knowledge and declares that he'd never seen Fischbein before examining the corpse. He can tell the investigators that Fischbein is buried in the town cemetery, in a pauper's grave.

Should they ask, he can also tell them about the rat bites he treated on the former hired men at Mycroft Manor. He seems disturbed at the recollection, and acts defensive. He finally discloses that the bites didn't look like rat bites at all; more like the nip of a monkey. He's not sure what drove young Johnny Clay mad, since the bites didn't seem infected. He doesn't think Clay will ever be right in the head again. If the investigators ask after Clay, Dr. Sacker tells them that if he's not at home, he'll be at the Red Rooster Inn. He runs errands for the owner there; about the only work he can still do, though the poor lad sometimes forgets what he's up to and wanders off somewhere.



The Octopus Tattoo

If the investigators make a favorable impression on Dr. Sacker, he'll allow them to examine any other corpses as murders and deaths at the manor continue, even if Culverton is not friendly to the investigators. Dr. Sacker has a mind of his own.

Dr. Ormond Sacker

STR 8 CON 10 SIZ 13 INT 16 POW 12
DEX 15 APP 9 EDU 17 SAN 60 HP 12

Skills: Anatomy 65%, Botany 35%, Diagnose Disease 65%, First Aid 80%, Pharmacy 65%, Treat Disease 60%, Treat Poison 55%, Zoology 40%.
Languages (Speak/Read): Greek 30%/60%, Latin 37%/75%.

THE RED ROOSTER INN: a local pub, where most of the working men of Northallerton come to relax over a mug of stout, game of darts, or an exchange of gossip or tall tales. As the investigators approach, they can hear the buzz of voices in jovial companionship. However, the first time they enter, all talking ceases, as does all activity, and everyone stares at them as they enter and take a table. The patrons watch them uneasily for a few moments, then return to their previous activities.

Irene, the barmaid, comes out and smiles at them uncertainly, and asks for their orders. Except for Irene, none of the people in the pub are particularly interested in wasting any of their time talking to the investigators. Half a successful Oratory roll is needed to get anything out of them. But it is Irene's job to be friendly and helpful, so an ordinary Oratory will work. In addition, for each shilling they tip her, the chance for a friendly reaction from her increases by 5 percentiles.

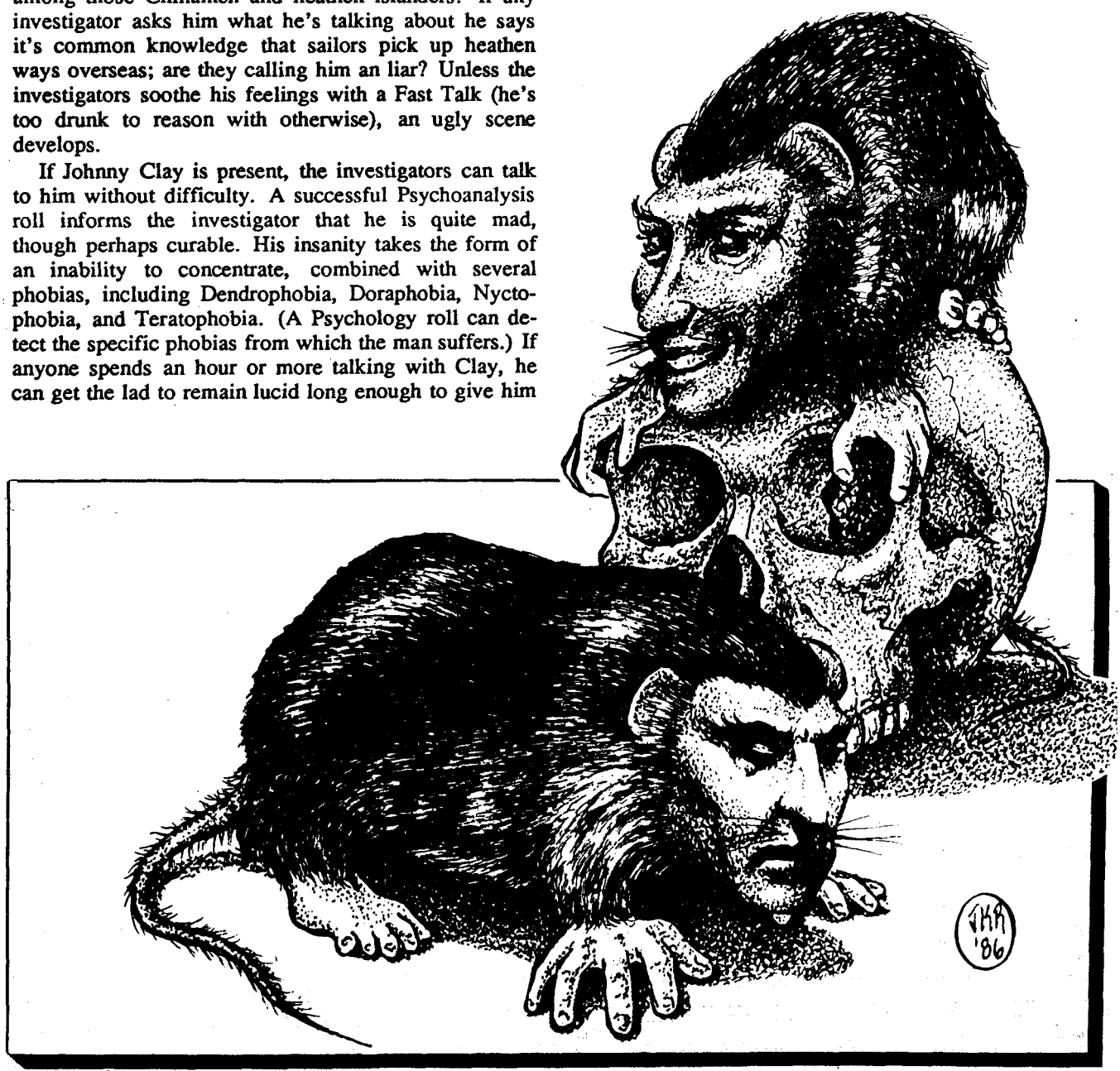
But no matter who the investigators speak with, the attitude these folks share is the same as the rest of the locals. They all like Squire Holmes, and are shocked at what happened. Johnny Clay is in the Inn 65% of the time during business hours, and any local can point him out. If the investigators ask about the hired men, they are told that one of the local girls has been seeing Stark (no one knows of any other local girl seeing any of the other men at all). Her name is Mina Falworth, and she cleans up Albert Evans' general store. Irene, if she is the local being interrogated, expresses amazement that Mina could see anything in the rough ex-sailor, but she slips out against her parents' will to meet the man. She's even stopped attending church, and most people think it's because of Stark.

One eavesdropper heatedly adds that the man Stark's an infidel — picked up his godless ways out east among those Chinamen and heathen islanders! If any investigator asks him what he's talking about he says it's common knowledge that sailors pick up heathen ways overseas; are they calling him an liar? Unless the investigators soothe his feelings with a Fast Talk (he's too drunk to reason with otherwise), an ugly scene develops.

If Johnny Clay is present, the investigators can talk to him without difficulty. A successful Psychoanalysis roll informs the investigator that he is quite mad, though perhaps curable. His insanity takes the form of an inability to concentrate, combined with several phobias, including Dendrophobia, Doraphobia, Nyctophobia, and Teratophobia. (A Psychology roll can detect the specific phobias from which the man suffers.) If anyone spends an hour or more talking with Clay, he can get the lad to remain lucid long enough to give him a straight story. If the roll fails, Clay's story is punctuated with fits of giggles, babbling about fuzzy things in the dark, trees with mouths and eyes, etc. But he'll still eventually give them the story. Keepers may read it aloud, or make photocopies of the following and give them to the players at the appropriate time.

Johnny Clay's Story

"Well, back when I worked for Squire Holmes, I and me friend kept waking up in the night. From the pain, you see, us being bitten by rats and all. But Mr. Graves couldn't catch any of the rats. Only us kept getting the bites, fearful bites they were. They didn't seem to bother t'other lads, only me and me friend — can't remember his name now. Funny, what, us being mates from childhood and all? Wonder what his name is.



Two vile Rat-Things.

Well, me friend left, but not him. I stick to something once I start, no matter how rough it gets. That's what me mum says, anyway. And then one night I wakes up, and somewhat heavy on me chest. There it were, glowing in the moonlight. Satan! Just like the parson tells 'em in church. He looked somewhat like a rat, at least his hinder parts. But he had a human face. What they tell you about horns and all isn't true, you know. He didn't have no horns 'tall. 'Course, maybe 'twasn't Satan at all, but one of his damned souls returned to Earth to torment poor mortals. I couldn't move, I couldn't even scream. I thought I was going to die, or were dead already. And then the worst. It spoke to me. I couldn't understand what it said — if I had I known I'd of perished — but it were words, not rat-squeals."

At this point Clay gets hysterical and the investigators need to calm him down with a Psychology or Psychoanalysis roll. If they fail, he screams and runs off hysterically. If they are in the Red Rooster when this happens, Irene the barmaid comes over and asks them angrily what they did to the poor lad. Then she throws the investigators out, assisted by the patrons if necessary, and tells them never to show their faces there again. If the investigators are interviewing Johnny at his home, his father, Ezra, runs them off with a shotgun and tells them the same thing. However, if the investigators manage to calm Johnny Clay, he goes on.

"I must've fainted when I heard it talking, because the next thing I know the moon were set, and the rat were gone. I told Mrs. Graves about th' rat, but he didn't take much stock in it. The next day, I went ahead to do my job, but things were harder, somewhat, and I couldn't remember what I were supposed to be working on. And then the trees started moving and walking around at night, and even in the day, and I could hear Satan talking to me in his chittery little voice, and running along the floor between my bunk and Mr. Stark's — he never minded, though, him being of sterner stuff. But the rat didn't bite me no more, so that were a blessing. But then Mr. Graves told me I couldn't work at the Manor anymore, so I goes home. But now Irene lets me do things for her. And I'm real good at it, except when the trees get in my way and walking across the road and turning into monsters."

The investigators can get nothing else from Johnny Clay, who almost immediately forgets all about them as soon as they leave.

Johnny Clay

STR 12 CON 11 SIZ 14 INT 10 POW 7
DEX 13 APP 11 EDU 8 SAN 20 HP 13

Skills: Skills: Climb 65%, Cthulhu Mythos 7%, Hide 70%, Mechanical Repair 35%, Move Quietly 50%, Ride 25%, Swim 45%, Throw 55%.

ALBERT'S EMPORIUM: the best place in Northallerton to purchase items not grown or made in the county. Albert has a big store, carrying everything that investigators would want. Anything ordinary or common, such as rope, kerosene, or hammers, can be obtained here. Slightly less common objects, such as lengths of chain, ladders, or rowboats can be found 60% of the time. And, of course, rarities such as machine guns, etc. are never found here. The only firearms available here are 20-gauge shotguns, though he can order 10-gauge and 12-gauge specially from York, and he has ammunition for all gauges.

No prices are listed on any items in Albert's store. Albert and all the locals know what everything costs. If an investigator wants to buy anything, Albert will try to overcharge them (this is his standard procedure with all strangers) by adding 1D10 shillings per pound or 1D10 pence per shilling (as appropriate) onto the cost of the item being purchased. A successful Bargain on the investigator's part brings the price back down to normal. If a local from town or from the Manor is with the investigators, the prices are normal.

Mina Falworth is at the store from 8am to 12 noon, Monday through Saturday, unless she's ill. If the investigators do not find her at the store, and go to her home to talk with her, they are turned away by her father, who doesn't want her to have anything to do with even friendly outcomlins. If they mention Stark's name, he goes for his pitchfork, listens to no reason, and forces them out of his sight and hearing. However, if Mina overhears this, she'll sneak out afterwards to meet the group, thinking they've brought a message from Stark.

If Mina finds out that the investigators wish to question her about Stark, either at the store or elsewhere, she turns defiant and defensive, and declares that Stark is a wonderful man, brave and good. If the investigators query her further, she tells them that Stark's promised to take her away from Northallerton very soon, and he's promised her the world. She looks forward joyfully to seeing Hong Kong, the South Seas, Brazil, and all those other places. If the investigators make any accusations of Stark, claim he's involved with murder, or ask her about his comings and goings, she turns surly and tells them it's none of their business and she wouldn't tell them if she knew. She then runs off from them if she's come out to meet them, or goes back to her cleaning and working to ignore them if she's at the general store. Any further activity on the part of the investigators gets her to scream and make it look as if she is being assaulted, with fairly obvious results.

If the investigators contact Mina's father, or she has pretended they were assaulting here and caused a scene, when she finally disappears, the investigators may become suspects. Her father insists that Culverton arrest them (which he'll only do if the investigators have somehow got on his bad side) and in any case, he'll come after the investigators with a shotgun. Whether he makes it to the Manor to cause them grief, or is waylaid in the woods by the cultists or monsters, who think he is coming after Stark, is up to the keeper.

NORTH RIDING COUNTY ARCHIVIST: the Office of the County Archivist holds most records of interest, as the investigators can learn from Culverton, Sacker,

THE FRAGMENT

. . . Since the governor left to claim the throne of Imperial Rome with most of the legions, and already the barbarians from the north have overrun the wall. We are cut off from Eboracum and probably shall not live to see another morning. *[Date, AD 197? When Claudius Albinus left his post as imperial governor of Britain, stripping Hadrian's Wall of as many troops as he could muster in a bid to become emperor?]* It is not enough that the barbarians outnumber us, but they send the priests of the woods out of their hiding places before them to plague our few soldiers with sorcery. *[Druids?]* The men have prayed to Mithras to deliver them from the unnatural darkness with which the barbarian priests confound us. *[Mithras, often worshiped by legionaries, especially in Britain. A god of light. It fits.]* I can see them on the camp's edge, up on the hill where their stones stand, urging the darkness to serve them. Soon they come, bringing . . . . *[Too faded. Could the word be 'tree,' and that other perhaps 'walking'?]*

. . . The tunnel is our hope, though I hate the thought. Many soldiers will not run, but stand to fight to cover our escape. We must hurry. If the creatures that the people of the woods call down come before we finish, we shall die. Farewell, Justinius. I go only to take word of the barbarian evil to Rome. . . . *[Stain here. Blood? Perspiration? Narrative breaks off. Must be several hours before the next passage. Must have taken that long to close up the tunnel.]* . . . The horror. I fear I shall go mad before I finish. The soldiers die bravely while we labor to seal the wall against the barbarian creature. But those abominations are nothing to the horrible fate called down upon our legionaries by the wicked power of the barbarians. *[Wish he'd describe these abominations. Some wild animal the Picts trained and then loosed? Renegade Romans?]*

As our attendants placed the last stones to bar passage, Justinius was hit by a barbarian pilum, and at that instant he changed from man to demon. *[Demon?]* Before my eyes, his armor seemed to empty. One moment his slain body inhabited it, the next it was gone, leaving helmet and breastplate deserted. Then something moved, scurrying inside the armor, and it ran out toward the wall behind which we concealed ourselves. It looked like a little furry animal. *[A rat?]* It vanished, but I heard it scurry up the wall. Then it was at a hole in the wall, peering through for one last look at its old friends. In its evil grinning face I saw the features of Justinius, corrupted almost beyond recognition. I believe I yelled, but the sight was blocked out as the last stone was slammed into place by our attendants. While they held me sobbing, the priest of Mithras place a holy mark on the wall, sealing it from the abominations of the barbarians. *[Was he unhinged? An invented story? A lie concealing that they left his friend behind?]*

Now I interrupt my record till we reach safety. I do not like this burrowing beneath the earth. Justinius told me that we did not construct the tunnel but that it was already here when the outpost was built — we simply strengthened it. That remembrance does not make me confident. If we did not construct it, who did? *[Who indeed?]* The barbarians, perhaps, when fearful of the advance of Julius Caesar? *[Unlikely.]* It bodes ill. The attendants are armed, but they are few. We shall . . . .

[Fragment ends here. Obviously the narrator escaped to wherever the tunnel led, since this much of his writing survived. Where did the tunnel come out? If the outpost equals the church, and the church was built on surviving foundations, then perhaps tunnel remnants survive!]

Graves, or almost anyone else knowledgeable. Sevren Thomas, the archivist, is most helpful and happy that someone is interested in the stores of information he has collected. He's a bit standoffish at first, but soon warms to any genuine interest the investigators show and helps them sift through the records. If the investigators are brusque and impersonal, he does the least possible to help — simulate this by subtracting 10 percentiles from all Library Use chances here. A Royal Ordnance Survey map of the area is available for a shilling. It shows Mycroft Manor, the abandoned Roman Catholic church, the standing stones, and other features. Other items of information may only be found on a successful Library Use each.

• A record of the building of the present Mycroft Manor in 1789 describes its appearance before it was remodeled by Siger Holmes' brother, shortly before his death in 1844. Mention is made of this building having been built on the foundation of an earlier structure, Harknor House.

• This work can only be found if the investigators state they are looking for records on the Harknor House. A thorough search uncovers an old hand-written autobiography by a Hiram Harknor and dated 1649. A Read English roll is needed to decipher the archaic script. The book consists of the reminiscences of Hiram Harknor as an old man, and covers much irrelevant data. He relates a story his grandfather told him about the building of the house in 1551. When excavation on the cellar was begun, workmen found the remains of a stone wall at the spot where they were to place the west wall of the manor house. Harknor's grandfather, not

being one to waste a farthing, simply ordered the wall that was discovered to be left intact, building the rest of the foundation onto it. One of the workmen found the broken haft of an ancient sword, bones scattered around it. Old man Harknor, seeing no value in it, had the man dispose of the sword and had the bones carried to the local graveyard and placed in a pauper's grave. This statement is followed by a moralistic dissertation by Hiram on his grandfather's short-sightedness in destroying such relics of the past.

• A record exists of the building of the Holy Chapel of St. John, as the abandoned Roman Catholic church was originally christened. It was built in 1328. The record is fragmentary, but mentions the ruins of the structure built by the blessed Saint John of Arimathea upon which the foundation of the church was built. Handwritten in the margin is a modern notation, reading "Roman ruins? If anything." If the investigators inquire about this note, Sevren Thomas thinks for a minute and then remembers a university professor, from Germany, who came to the archives 15 or 20 years ago. "He made a lot of notes and seemed quite interested in the old church. He said he was going out to look at it and would be back for more research. He left his notes to hold for him. But I never saw him again. Can't recall his name."

• This record can only be found if the investigators state that they are looking for the records of the aforementioned professor (described under 3, above). Professor Hermann Krug's notes turn up along with an old Latin manuscript. Krug's notes (all in German) primarily concern those ruins found near Northallerton when the train line was cut, but include notes on hints he's picked up of other ruins in the area. One set of notes seem to be a commentary on the old, yellowed manuscript he's carelessly left with his notes. If any investigator can read Latin (try a skill roll), he can read the narrative. If somebody can read German, he can read the commentary. The manuscript seems to have been a medieval copy of an original manuscript written by a Roman scribe attached to a Legion garrisoned in Britain. The scribe's name appears nowhere in the narrative. Freely translated, the manuscript reads as follows (the Doctor's commentary is interspersed). The fragment begins in mid-sentence. Keepers may read this text aloud to the players, or make photocopies of it to give to them.

[that ms. is The Fragment, on page 95]

Thomas is pleased to have such a rare document in his archives, and won't let the investigators take it with them. Thomas cannot recall whether Professor Krug brought the manuscript with him or found it already in the archives. A lengthy series of telegrams to German universities (taking several weeks to finish) fails to confirm the existence of a Hermann Krug. A month later the University of Geneva sends an anxious inquiry about him.

• A document records the desanctification of the Holy Chapel of St. John, dated 1832. No reason is given, other than the order of the archbishop. Thomas recalls, upon finding this item, running across a testimonial made by a woman who'd converted to the Church of England from around the same period. This testimonial had some strange things in it, but Thomas gave it to Father Sutton, the local Anglican cleric, to look at. He doesn't remember getting it back, so he suggests the investigators drop in on Father Sutton to see if he still has it.

ANGLICAN CHURCH AT NORTHALLERTON: here lives Father James Sutton, a genial man in his early fifties. He seems disappointed when and if he learns that the investigators haven't visited in search of spiritual answers, but still does all he can to help them. He recalls the record which Thomas mentioned, and affirms that he has kept it. A Library Search and a Spot Hidden both are needed to locate the manuscript in Father Sutton's cluttered, disorganized study. If it is not found, Father Sutton promises to keep looking for it, and on the investigators' next visit, he has it ready for them.

The document is the testimony of a woman named Brompton, a former Roman Catholic, who left the parish at St. John's shortly before it was desanctified and abandoned. The testimony is rambling and written in a very spidery hand. A Read English is needed to get the gist. If they prefer, Father Sutton, who's quite familiar with it, can give a summary of the narrative. It tells of the infestation of the church by demons, who almost claimed many souls, including hers. The demons came in the shape of tiny furry things with human heads, who ran through the rafters and squeaked blasphemies during services, especially during the holy eucharist. The priest admonished the faithful to be strong, as God was merely testing them by allowing Satan's fallen angels to torment them. He told them it had happened at this parish before, according to church records, but when the demons had seen the strength of their faith, they had fled back to Hell.

This time, it seems, the faith of the flock wasn't strong enough. Not only did the demons fail to flee, they began to wax bold, to the point of attacking and biting members of the congregation. Another priest, a specialist in exorcisms was brought into deal with the demons. The congregation was urged to surround the chapel and pray for his success. However, the exorcist soon came running from the chapel, screeching for help, with several of the demons attached by their teeth to his flesh. Then the woman, a Roman Catholic all her life, decided that God could not be with these Roman priests if the devil could defeat them with demons no bigger than rats. What if Satan himself came for her? She came to see the Anglican priest at Northallerton the next day and, after a long talk with him, renounced her former faith and became an Anglican. And the power of God was evident, for while she heard that the demons continued to plague the Papists at St. John's,

Nightgaunt © Tom Sullivan 1988.

none ever came to torment her again while she remained a faithful Anglican.

Father Sutton is a bit smug by the end of the manuscript, though he looks sheepish if he sees that the investigators notice. If they tell him any of what they are involved in or what they think they are up against, he'll bless their efforts, but can do little more. If any of the investigators are Anglican, he'll try to intercede for them if they've inadvertently made enemies, such as Mina Falworth's father.

THE GRAVEYARD: next to the Anglican Church. If the investigators ask Father Sutton, he can show them where Fischbein's corpse was laid. He spoke some words over the man's body when it was buried, though he doesn't think the man was a believer. A small marker is on the grave, with Fischbein's name and the date of death. Should the investigators try to get permission to have the body exhumed, they fail completely. If they wish to examine the corpse, they'll have to go to the graveyard at night and dig it up. Should they do so, anyone seeing Fischbein's body and succeeding at Cthulhu Mythos sees that Fischbein was deeply tainted by the blood of the Deep Ones, and in the process of metamorphosing — Fischbein could not have passed for human much longer. If the Mythos roll fails, an Anthropology roll reveals that Fischbein's body exhibits unusual characteristics. When opened, a strong odor of dead fish wafts from the coffin.

The Mycroft Holmes Connection

As promised by Sherlock Holmes, a telegram sent to brother Mycroft in London is answered with advice, suggestions, and perhaps even small solutions, should excessive denseness on the part of the investigators threaten the progress of their discoveries. Mycroft won't, however, hand the investigators all the answers on a silver platter. His intellect is such that, given sufficient clues, he is fully capable of solving the entire case from his armchair at the Diogenes Club. However, he is not on the spot to check up on the accuracy of given clues, and his greatest failing is that he will be looking for natural, rather than supernatural causes, and attributing events to earthly, not unearthly agents.

Thus his suggestions, based on the notion that the investigators are dealing with normal, if crafty and dangerous men may prove inappropriate in the face of Cthulhoid dangers. Once the investigators have encountered Moran, either at the church or in an ambush from the attic, or if they have encountered Moriarty, a telegram to Mycroft confirms the identity. When things look desperate enough, Mycroft telegraphs the investigators that he is coming to the Manor himself on the next available train to take personal charge. (See that event under the heading 'Mycroft's Abduction.') The keeper need not always send off a swift reply to any inquiry forwarded to Mycroft. After all, Mycroft is vital to the British government, and it is quite possible that at any particular time he may be in serious consultation with a minister, making a quick reply impossible.

The Church of Starry Wisdom

Inevitably, the investigators will want to check out the old abandoned church east of Mycroft Manor.

THE TUNNEL: though this is not part of the old church proper, it is the main access the rat-things have from the church to the manor. Once the investigators have broken through the basement wall of the manor and have created a sufficient hole to pass through, they may wish to explore the tunnel. It is completely dark inside. A light shows that it extends for about 30 yards from the manor basement, then turns slight north, curving out of sight. Once inside, an Archeology roll reveals the construction of the stone walls to be of Roman origin. A little way down, the investigators, should they succeed at Spot Hidden, find a series of scratches on the wall forming words in Latin. Read Latin rolls reveal that it is a warning, admonishing anyone headed eastward to turn back, to beware the evil that lies ahead, and bestowing the blessing of Mithras upon anyone failing to heed the warning.

The tunnel is about a mile long, toward the east/northeast. About halfway down the tunnel, the investigators find a human skeleton. All that remains are bones and a rusty scrap of sword, identifiable on an Archeology or History roll as a Roman *gladius*. Examination of the skeleton reveals a hole in the back of the skull, evidently chewed through by some sort of animal. From this point on, the investigators, upon making successful Listen rolls, can discern faint sounds up ahead, like the noise of tiny claws skittering across the tunnel floor. There is a 35% chance that the investigators briefly see 1D6 rat-things somewhere in the last part of the tunnel. At any point in the tunnel, a Spot Hidden or Track reveals countless tracks made by the rat-things.

When the investigators reach the end of the tunnel, they find it walled up. A successful Idea roll permits an investigator to calculate that he is about at the site of the abandoned church, if he has heard of it. Upon the wall is carved an Elder Sign. A Spot Hidden reveals several rat holes in the walls around the wall on which the Elder Sign was carved, though no holes are evident on that wall itself. If the investigators decide to break through the wall, they find that removing a stone from it takes 6 man-hours, assuming proper tools are available (without tools, it cannot be penetrated at all). Once a stone is removed, the investigators discover a second wall immediately behind the one on which they

are working (a second foundation wall was built to bolster this one when the church was constructed). To remove enough stones from both walls to crawl through takes 8 man-hours of effort. No more than four people can work simultaneously at the job. Each hour of labor, there is a 50% chance that the investigators are attacked by 1D6+2 rat-things. Removing enough stones to crawl through this wall destroys the effectiveness of the Elder Sign.

Should the investigators have access to explosives and wish to dynamite the tunnel, there is 5% chance of collapsing the tunnel for each stick placed. If Graves sets the charge, add 10% to the chances of success if his Demolitions skill roll succeeds. If the charge is set within 50 feet of the basement, there is a 10% chance of damage to the basement of the manor. If the investigators attempt to blast through the stone wall into the church basement, they find that they cannot succeed — the tunnel would collapse before the wall is knocked through.

THE CHURCH EXTERIOR: the old church is reached by a side road off the main highway. This side road is now overgrown and, in parts, is even nonexistent. The grayish land is desolate, and the investigators can see no other human life anywhere. The first thing noticeable from a distance is that the church belfry is boarded completely up. The church is surrounded by an old rusty iron fence, holding no trace of its original paint. An iron gate in front leads to an overgrown path to the front door. The church faces south. On the east side is a small graveyard, mostly composed of headstones, with a single large tomb near the back. On the west side is a bramble of dead dry bushes and trees. The church sits in the center of an open plain, but several hundred yards to the west and north are bits of forest so that, despite the church's proximity, it is not visible from the Manor. A mile to the east looms the hill of the standing stones. To the east rise the Cleveland Hills as they merge with the Hambletons. A few hundred yards west of the church is a small tributary of the River Swale. At night, a mist rises from the river to cover the plain eerily.

As the investigators approach the front of the chapel, they see above the front door, carved into the wood, the words 'Church of Starry Wisdom.' If they enter, the fence gate squeals loudly. A Climb roll is needed to get over the fence. The church is dilapidated and slowly falling to ruin. The stained glass windows are almost entirely broken out, only the lead framing remaining. Unless the investigators wish to pry out the lead framing, they must enter at the front door, or at a side door near the rear of the east side of the chapel. The side door is locked (STR 18 to break down). The front door, surprisingly, stands slightly ajar. The door opens easily, creaking noisily.

THE GROUND FLOOR: the front door opens into a small vestibule, open at the rear to the congregation hall. Doors loom on either side and a ladder leads to a trapdoor above, apparently providing access to the belfry. The trapdoor is nailed shut, and must be broken open to enter the belfry. The trapdoor has a STR of 20, and only one person at a time may try, standing on the stepladder. The belfry is dark and dirty and empty, except for a stone emblazoned with the Elder Sign. If the belfry is entered after nightfall, 2D4 nightgaunts are already here, waiting. If the belfry is entered at or near twilight, any intruder arrives during the nightgaunts' arrival. As he looks around the belfry, he hears rustling noises in the ceiling and, as he looks up, 2D4 nightgaunts descend upon him.

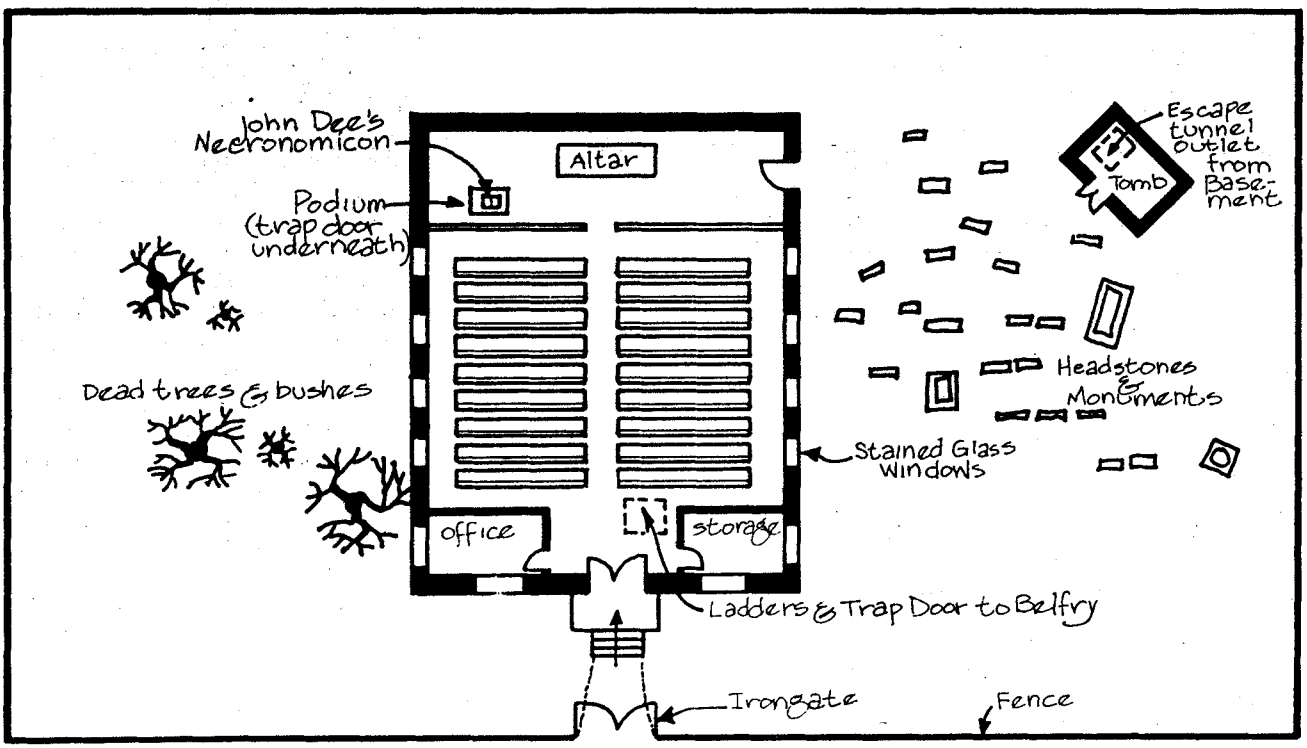
The door to the left of the vestibule is unlocked. It opens into a dusty, cobwebbed office that has been unused for years. Desk, chair, shelves, all are empty and untouched, and nothing of interest is inside. The door to the right is locked. A Mechanical Repair picks the lock; the door is of STR 18. Inside, is a storage room, obviously recently used. Most of the objects herein are ecclesiastical goods, left when the church was abandoned. But searching among the crates reveals a ceremonial brazier as well, identifiable with an Occult roll as the kind used in various magic rituals. Any Catholic knows that braziers are used in no normal church ceremonies. Spot Hidden rolls identify little tracks, like those found in the attic of Mycroft Manor. Various other items of occult significance are kept here — black candles, pentagrams, even an old grimoire (*The Book of White Magic Explained*, written in English, +1% to Cthulhu Mythos, x2 spell multiplier, -1D3 SAN; spells contained include Summon Nightgaunt and Dread Curse of Azathoth). But none of the items are of Cthulhoid significance. Even the Summon Nightgaunt and Dread Curse of Azathoth spells found in the grimoire are titled "To Bring An Air Spirit" and "To Curse Godless Foes," respectively.

Inside the main hall of the church, the investigators know at a glance that it has been in use more recently than reports of its abandonment would indicate. While it is not clean by any means, neither does it exhibit the accumulated dust and debris of years of misuse. No owls nest in the rafters. No dog dung mars the floor. No heaps of dead leaves lie in windrows between the pews, despite the glassless windows. The pews are on either side of a center aisle, at the end of which is a raised area (the 'stand') behind a pair of railings. On the stand is an altar in the center and a podium to the left front. The whole of the meeting-hall is stripped of Christian symbols and trappings. As the investigators move down the aisle, they can tell that there is obviously a basement beneath the floor, as cracks in the floorboards amply reveal. But there is no visible way to reach the basement without ripping up the floor. As the investigators reach the altar, they see the dried entrails of some animal atop it. Behind the altar is the eviscerated body of a dog. Its head is missing.

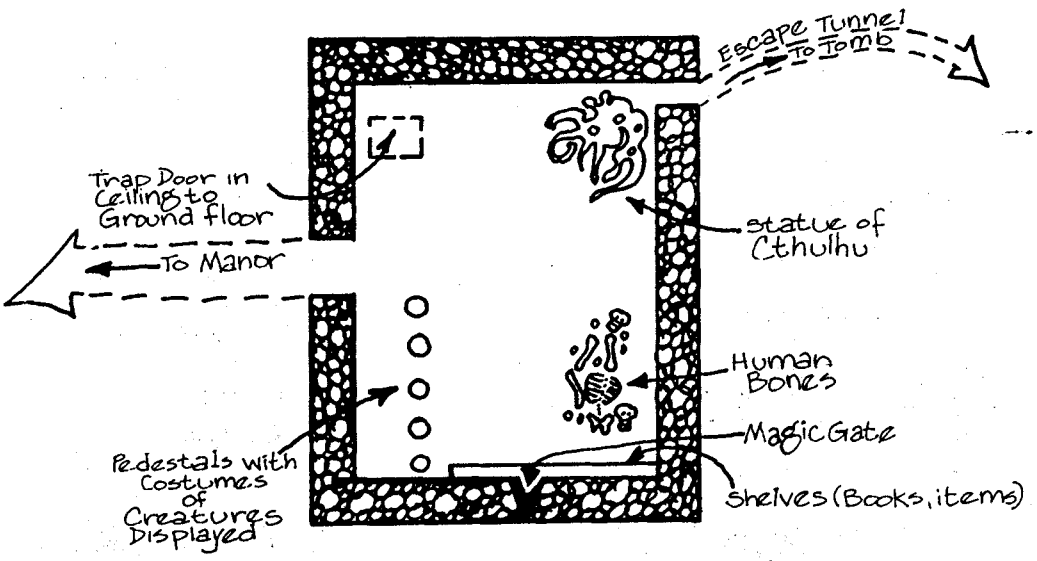
A successful Spot Hidden made when examining the podium reveals that it tips forward to rest on the rail around the stand. Beneath is a trapdoor to the basement. It is locked, but a Mechanical Repair roll or overcoming a STR of 18 opens it. Shining a light down the opening shows a basement, appearing in area

The Church of Starry Wisdom

0 5 10 feet



Ground Floor



Basement

The Church of Starry Wisdom

0 5 10 feet

as wide as the entire church. Shadowy objects can be seen, but their nature is unclear without closer inspection. A ladder is propped up from the basement to the edge of the trapdoor. Descent requires a Climb roll, as the ladder is quite rickety and it is a steep climb down into the dark. Failing, the investigator falls and takes 1D6 damage unless a Jump roll succeeds.

If the investigators have arrived at or about twilight, or at night, a large book is visible sitting open on the podium where one would expect to find a Bible. No book is here if they have arrived well within the daylight hours. The book on the podium, if examined, proves not to be a Latin Bible at all, but a copy of John Dee's translation of the *Necronomicon.*

THE BASEMENT: this area is solidly constructed of stone blocks laid down upon the pre-existing Roman foundation. It is cool and quiet in here, and completely dark, except for the lights brought by the investigators and what little light filters down from the gaps in the floor overhead. In the northeast corner of the basement looms a huge wooden statue of Cthulhu, reaching from floor to ceiling. The statue is SIZ 45 and is made of several pieces bolted together. It has a crude forcefulness about it, and any viewer loses 0/1D4 SAN.

Since the statue was obviously not here when the Catholic church was built above, how something of its size was transported into the basement should be a question of concern to the investigators. It is (barely) possible, of course, that it was constructed here in the basement. Should the investigators examine the wall around and behind the statue, a Spot Hidden reveals a hidden tunnel behind it. The statue is so close to the wall that it is not possible to reach the tunnel at all. Unless the investigators can pull the statue over, they cannot reach the tunnel. If the statue is pulled over, anyone who does not specifically state that he is standing well off to one side must succeed in a Luck roll. Failure indicates he is in the path of the falling statue and must succeed at Dodge to avoid it. Anyone who fails this roll has the statue land atop him, doing 4D6 damage, and either crippling or killing him. Whatever happens, the tunnel clearly slopes sharply upward and to the east. Climbing it requires a successful Climb roll. The tunnel emerges into a small 2x6 foot box with a lid. Opening it, they come out of the coffin into the inside of a tomb in the churchyard.

Running along the west wall of the basement, about three feet out from the wall, is a series of pedestals on which appear to perch various hideous monsters. These include a byakhee, an old one, a dimensional shambler, three deep ones, and a loathsome thing with wings, tendrils, and an eyeless snouted head. Viewing these figures costs 1/1D8 SAN, and the investigators may well be terrified out of their minds at first. Soon, however, it becomes clear that the monsters are merely lifelike costumes draped over dress dummies. The costumes are made of (non-Mythos) animal hides, whalebone, and dyed muslin.

Along the east wall of the basement are scattered dozens of human bones from at least five skeletons. Also scattered among these are several tiny rodent skeletons, with blunt, human-like heads. A Spot Hidden also discovers a broken Swiss pocket watch among the bones. On the back of the watch is engraved "Hermann Krug."

On the south wall of the basement is a set of shelves running almost the width of the wall. On it are various books, containers of liquid, and magical items. A catalog of the objects here is given below. First is a description, then a brief explanation of the true nature of the object.

• ***a bottle holding several handfuls of red powder.*** This powder is the Burmese drug which Stark used to drive Miller, the last hired hand, insane. A teaspoon of this drug causes the user to go into delirium for 1D6 hours. If his CON does not resist the drug's potency of 15, then he loses 1D6 hit points and 1D20 SAN as well, upon recovery. If more than one teaspoon is taken at once, multiply the effects accordingly. A Treat Poison roll lowers the potency imbibed, if performed within the first hour after the drug is taken. The Treat Poison will also limit the length of the delirium to no more than 1 hour. The bottle contains 38 doses of the drug.

• ***a large glass container of clear liquid.*** A skull and crossbones are etched into the front of the glass. This is a gallon of sulfuric acid. Best not to ask for what evil Stark uses it.

• ***a copy of John Dee's edition of the Necronomicon.*** This is here only if the investigators arrive during the daytime. Otherwise, it sits on the podium upstairs.

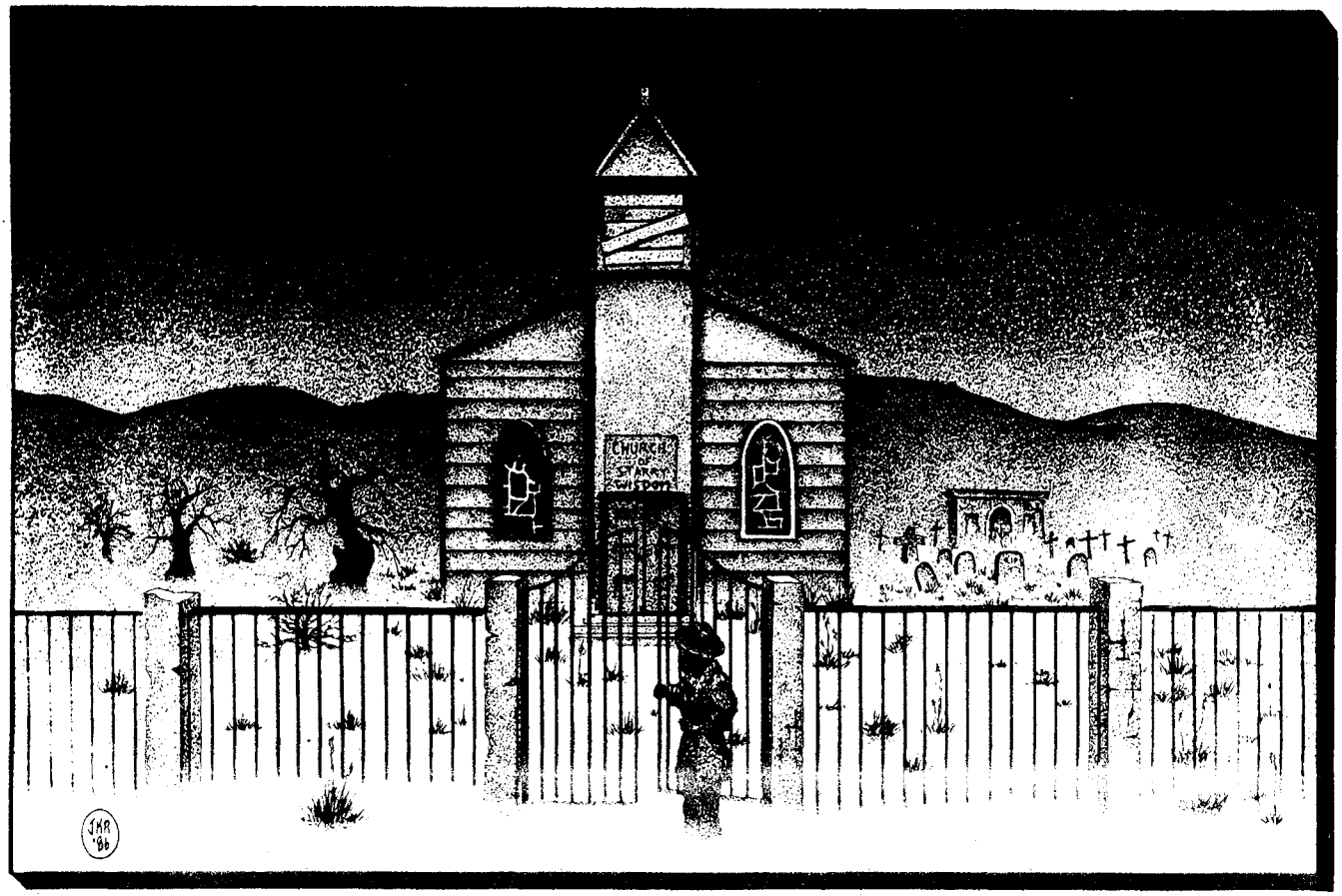
• ***a bottle of clear amber liquid.*** This is an alchemical fluid which, when added to blood in the ratio of one cup of the liquid to ten gallons of blood, prevents clotting and preserves the blood for several weeks. The liquid causes nausea and vomiting if drunk. Three pints of the amber fluid remain.

• ***16 one-gallon jars of a fluid closely resembling blood.*** This should not be blood, of course, because the fluid is not clotted. However, this is blood, and the amber liquid mentioned above has been added to them to prevent clotting. The blood is for use in appeasing various summoned monstrosities, such as Dark Young. If the blood is inspected under a microscope, a Zoology roll determines that it is mostly cattle blood.

• ***a copy of the Ponape Scripture.*** In English translation, +5 percentiles to Cthulhu Mythos, x2 spell multiplier, and -1D6 to SAN.

• ***a jar containing a half-dozen pickled snakes.*** A successful Anthropology roll inform the user that pickled snakes are prized in traditional Chinese medicine.

• ***a wooden box containing a peculiar-feeling powder.*** Successful Cthulhu Mythos roll identifies this as the Powder of Ibn Ghazi (see the Magic and Spells chapter of the *Call of Cthulhu* rules). Sufficient powder is here to expose 100 SIZ points of invisible horror.



"Nonsense — there's no harm in opening the gate and taking a wee look around."

• ***an untitled diary.*** This is the journal of Stark himself, relating how he first met the Cthulhu cult in the Pacific, and how he has dealt with the Deep Ones and their hybrid spawn ever since, to his profit. The book costs 0/1D2 SAN to read. It also reveals Stark's mission, on assignment from the 'old man' to destroy the Holmes family. Moriarty is not mentioned by name. However, if Mycroft or Sherlock reads pertinent parts of the book, they are made instantly aware of the 'old man's' nature and identity. If the investigators show the diary to others, few people accept it as anything more than the deranged scrawls of a crackpot, or perhaps Stark's efforts at novel-writing. Culverton, upon reading the references to monsters and ancient gods, tosses it away with a snort, refusing to take stock in such foolery. Only Graves takes it at face value.

• ***a collection of Catholic hymnals and prayerbooks.*** Mostly mutilated and defaced.

• ***The Dynamics of an Asteroid, by Dr. James Moriarty.*** A thick pamphlet.

• ***an opaque jar full of opium powder.***

Behind the shelves, should the investigators pull it from the wall, is a gate painted on the wall. It is quite large, and is the means by which the cultists brought their statue of Cthulhu into the basement. The tunnel from the manor basement connects with the church basement on the west wall, but this wall is solidly constructed, as noted in the description of the tunnel above, and would take a great deal of time to penetrate.

Each half-hour spent in the basement, there is an 80% chance that 1D6+2 rat-things attack the investigators. Several rat holes are visible in all the basement walls.

THE TOMB: the tomb is solid stone. Its only openings are a small circular window over the door and the door itself. The window has iron bars in the form of a cross dividing it and making it impossible to enter. The door is of metal grating, with religious designs (doves, crucifixes, angels) worked into it. It is padlocked, and its total STR is 55. Tools are necessary to break this lock, but an ordinary Mechanical Repair will do so if such tools are available. On the back inside wall of the tomb is a chalk-drawn gate, used by the cultists to obtain easy access to Mycroft Manor.

An old but well-built wooden coffin sits on a slab in the middle of the tomb. The lid of the coffin swings open to reveal a tunnel, which leads to the basement corner. Ladder rungs are visible just inside the mouth of the tunnel, to help anyone climbing up or down, or to use in closing the lid from within.

If the investigators have entered this tomb from the basement tunnel, they can reach through the grating to get at the door's padlock easily enough, if they have tools.

Visits In The Dark

If the investigators reach the church at nightfall or after dark, an arrival which the keeper may wish to orchestrate, they find the copy of John Dee's *Necronomicon* open on the podium, as previously described. If anyone looks closely at the page to which it is open, he sees a gruesome line drawing of a nightgaunt. If it is twilight, just at that moment the sun sets, and darkness descends outside. If it is night, then the moon sets at the moment, and, again, darkness descends outside. Just then, the investigators hear a sudden thumping and banging from the front of the church. Standing at the podium, it takes a Listen roll to realize the sounds come from the belfry. Anyone still in the vestibule can tell immediately the source of the sounds. The banging grows louder, now accompanied by sounds of wood breaking, as if something is trying to tear its way out. If the investigators are smart, they'll leave at once. If they stay within the church, they'll be trapped when 2D4 nightgaunts, magically summoned when anyone nears the podium, emerge.

If the investigators leave, they'll still only be a short distance from the church when the sounds of splintering wood and crashing timbers reach their ears. Looking back, they'll see 2D4 nightgaunts come tearing from the balcony, like huge diseased bats. If the investigators are on foot, the creatures overtake the investigators in 2 rounds.

If the investigators are on horseback or in a carriage, it takes the monsters 1D4+2 rounds to reach them, allowing the investigators that many rounds to attempt to shoot down their attackers. All firearms used from a moving carriage or horse have their attack chance reduced by half (minimum 5% chance to hit). A successful Riding roll for those on horseback, or a successful Drive Carriage on the part of the driver for those in a carriage, changes this loss to a reduction in the chance by a uniform 20 percentiles: for example, a rifleman with a 60% chance to hit would fire with an effective chance of 40%.

If the investigators split up, the nightgaunts parcel out the potential targets as evenly as possible among themselves. Should there be more investigators than nightgaunts, the nightgaunts attack the smallest SIZ investigators. The nightgaunts attack in pairs (if there is an odd number of nightgaunts, then one group is a trio). If a pair of nightgaunts successfully Grapples an investigator, they carry him up into the sky and rapidly fly away, tickling him continually. Ultimately, they carry their victim into another dimension — that of the Dreamlands, where they deposit him in the Enchanted Forest. If the keeper owns a copy of Chaosium Inc.'s *Dreamlands* supplement, he can take it from there. If he does not own this supplement, simply assume that said investigators are forever lost to the waking world (a likely assumption in any case).

The nightgaunts keep attacking until they have all been killed, or they have carried off a full load of investigators. If the investigators have the *Necronomicon*, one of the nightgaunts will try to take it and carry it back to the church. Nightgaunts that are killed instantly blaze and vanish in fiery mists. Investigators who survive the attack and later return to the church find the belfry newly boarded up where the nightgaunts broke free, and the *Necronomicon* gone from the podium (the book now is in the basement).

Ambush At The Church

If the investigators have visited the church and left any evidence at all of their arrival, such as activating the nightgaunts, moving the Cthulhu statue, breaking in doors, etc., on their next visit, one or more cultists are hidden outside the church watching for intruders. Such a guard is also present if the investigators' first visit occurs after the cultists have abandoned the manor. If the investigators follow Moran or anyone else through the gate in the manor attic and arrive at the church, an ambush is certain.

Once the investigators enter the church, the concealed cultist slips up to the building and watches them through a window. If an investigator is left outside on guard, a successful Spot Hidden lets him spy the cultist sneaking up. If all the investigators go into the basement, the cultist tiptoes over to the trapdoor, closes, and locks it, trapping the investigators inside. He then summons assistance, which won't take

The Attacking Nightgaunts

	nightgaunt-1	*nightgaunt-2*	*nightgaunt-3*	*nightgaunt-4*
STR	12	15	11	13
CON	9	15	9	11
SIZ	13	10	13	14
INT	5	2	6	6
POW	17	9	17	15
DEX	16	14	15	17
Armor/HP	2/11	2/13	2/11	2/13
Move	6/12	6/12	6/12	6/12
Weapons:				
Grapple%	75%	40%	25%	40%
Tickle%	90%	55%	40%	35%

	nightgaunt-5	*nightgaunt-6*	*nightgaunt-7*	*nightgaunt-8*
STR	15	5	8	5
CON	12	15	7	8
SIZ	14	17	16	16
INT	3	3	4	2
POW	13	9	9	8
DEX	14	18	13	13
Armor/HP	2/13	2/16	2/12	2/14
Move	6/12	6/12	6/12	6/12
Weapons:				
Grapple%	40%	25%	20%	30%
Tickle%	50%	15%	25%	30%

Notes: successful STR against STR rolls on a Grapple attack permit the nightgaunts to overpower their foe and carry him into the air. Two or more nightgaunts can combine STRs for this purpose. Successful Tickling attacks force the victim to roll CON x3 or be immobilized for 1D6 rounds. If the CON roll succeeds, the victim is still immobilized for 1 round. SAN loss for viewing nightgaunts is 0/1D6.

much time, since the cultists all use gates to travel. If any investigator is left upstairs on guard, the cultist tries to sneak up on him from behind and club him. A successful Listen roll allows the investigator to hear him coming. If he fails the Listen, he is knocked out (taking 1D4 damage) and dropped down the trapdoor to the cellar floor (sustaining 1D6 damage), after which the door is closed and locked.

Once trapped below, the investigators have only 3D6 minutes before the cultist returns with help, consisting of Stark, the other cultists, and even Moran. If the investigators attempt to reopen the trapdoor from below, they find that it has a STR of 24 to resist being opened (partly due to the fact that the cultist has swung the podium back over the door). Only one investigator at a time can attempt to open the door while standing on the ladder. Each attempt takes 1D3 minutes of heartbreaking almost-success before ultimate failure or success occurs.

If the investigators escape, they may have a few minutes to hide or run before the cultists come after them.

If the investigators fail to escape before the cultists return, Moran calls down to them from above to negotiate their surrender. If they've heard Moran's voice before, they recognize it. Otherwise, they only know that it isn't Stark or anyone from the manor.

If the investigators refuse to surrender, or try to stall while looking for an escape route, Moran orders one of the hired men down the trapdoor to attack them. If the man isn't quickly dispatched, he sends another down, then another. If it is still quite early in the scenario, and Moran thinks that the investigators do not yet strongly suspect the hired men, he'll send down one of Moriarty's men instead of a hired hand. But if the first intruder is quickly disposed of, Stark rushes out to the nearby clump of woods and summons a Dark Young of Shub-Niggurath.

When the Dark Young reaches the church, the investigators hear the floor above them creaking as if under something heavy. Then a penetrating stench fills their lungs. Finally, the trap door is flung open and a pair of tentacles reach into the basement. Unless one of the investigators is on the ladder at the time, the Dark Young cannot reach them. However, the investigators have only five rounds to find a way out before the monster tears open a hole big enough to drop down into the basement. If the investigators attack it and reduce it to less than half hit points before it manages to enter the basement, the Dark Young withdraws, but the investigators are still trapped, and Moran again urges them to surrender, as they can't hold out forever. This gives the investigators time to find escape routes.

Each hour that the investigators are trapped in the cellar, they stand a 60% chance of being attacked by 1D6 rat-things. If they are so attacked, the cultists attempt to take advantage of this and start lowering themselves into the cellar again. Should the investigators attempt to break through the two walls to the tunnel, they must succeed in Sneak rolls and it takes 16 man-hours (instead of 8) to break through both walls working quietly.

If the Sneak rolls are failed, the cultists try to distract the investigators by sending another man down. As the investigators get through the first wall, they can hear a sound from the tunnel side, like something scratching, trying to get through the wall to them. Actually, this is only a rat-thing in a hole in the wall, scratching on the stone and trying to distract the investigators and make them decide not to break through to whatever is scratching.

If they discover the gate, refer to that section to determine whither they end up.

If they go through the tunnel to the tomb, the cultists hear the statue crash and try to drop down into the cellar again. If the investigators hold off the cultists coming down and make their way up to the tomb, they can easily hold off any cultist trying to crawl up the tunnel, but the only easy way out is the gate on the back wall of the tomb.

If the investigators peer out of the tomb door, they can see several cultists, and possibly the Dark Young, emerge from the side door (the Dark Young barely squeezing through) accompanied by Moran. One cultist walks up to the tomb with a key in his hand, his goal manifestly to open the lock on the tomb door so the cultists can come in. If the investigators shoot him, Stark sends the Dark Young to pull down the door. If it is somehow killed, another is summoned. Ultimately, the only way out for the investigators is through the gate. Once through it and back to the manor, they are safe, for the time being.

Meeting Night

The investigators may sneak out to the church at night during one of the cultists' rituals. They may even come on the night on which the cultists are sacrificing Mina Falworth (costing the viewers 1/1D4 SAN). Otherwise, it is a simple dark worship service, with Stark acting as priest and the other cultists stripped half-naked chanting a horrible litany. The lights from the church are visible as soon as the investigators reach the edge of the nearby woods, and the chanting is audible from there, too. Colonel Moran is present at the meeting, but does not lead the ceremony. One cultist stands guard. If the investigators approaching fail a Hide roll, he sees them and sounds the alarm, in which case the cultists try to capture the investigators. Besides the hired men, several other human cultists have traveled here via gate. 1D6 Deep Ones may also be here, 30% of the time. The Deep Ones are robed.

If the investigators are captured, either in this manner or by surrendering when trapped in the basement or tomb, they soon find themselves face to face with Professor Moriarty himself. Dr. Moriarty questions them accurately and precisely. He wants to know what the investigators have found out, why Sherlock sent them instead of coming himself, when Sherlock will be arriving, etc. Once he has finished questioning them, he loses interest and turns them over

to Stark for disposal. He then leaves via gate with Moran and all the cultists but for the hired men. This may give the investigators a chance to escape. The cultists might try to kill them any of several different ways — tie them to headstones or the fence and throw knives at them, summon a Dark Young to finish them off, lock them in the basement for the rat-things, or whatever the keeper feels appropriate.

If any investigators have eluded the cultists (via, for instance, a Hide roll when the other investigators were taken prisoner), this gives them a chance to rescue their companions. This is also the perfect time for Sherlock Holmes to move into action. If any investigators have escaped the cultists, Holmes sneaks over to them to take charge for the rescue. Holmes came to the church just in time to see the investigators captured. Holmes waits until Moriarty has come and gone, and when the investigators are being prepared for execution by Stark & Co., he rises from the ground at the perfect moment (when a maximum of investigators can escape during a distraction, *e.g.* just before they are tied to the fence for knife-throwing practice) and fires his revolver at the hired men. If accompanied by one or more investigators, he has them fire as well.

In the confusion, at least some of the investigators should be able to get over to Holmes, who has three or four extra loaded revolvers in his pockets for them to use. In the confusion and firing, Stark is unsure how many rescuers have come, loses his cool, and rapidly retreats to the church with any still-living followers. Holmes, as rapidly, leads the investigators quickly to his horse and carriage, hidden about a half-mile off. He and they leap aboard the carriage and gallop off back to the manor. If the investigators wish to chase Stark back into the church, Holmes says "Poor idea, my friend. Doubtless Stark is summoning help even now. It's best that we be going as quickly as possible." Back at the manor, Holmes opines, "I suspect Moriarty shall be indisposed when he hears of your escape. I wonder how long it will take Stark to gather the courage to tell him?" With that, Holmes leaves in his carriage, called by other duties.

Events

A series of deadly occurences which lead the investigators to a devastating final confrontation with Moriarty and his cultist followers.

The keeper should make up a timetable of events, based on the length of time between the investigators' arrival and Beltane (April 30), placing the events he or she plans to use on that calendar in the order in which use is intended. This timetable may need altering due to the actions of the investigators, simulating the need of the cultists to change or speed up their own plans as the investigators close in. The order suggested here is no more than that: a suggestion. Rearrange the order as necessary and as fits your players' styles. Omit any events that do not fit.

The Second Murder

This should occur the second or third day the investigators are at the manor, after they've had a little time to get some idea of what is going on, or at least to think they do. During the evening meal, one or more investigators notices that Lucinda seems more disturbed than previously. If she is confronted, she breaks down, provided no one else is in the vicinity, crying bitterly. If others are present, she holds in her tears, but admits that something is wrong. In either case, she looks indecisive, not yet sure whether to confide in the investigator. Suddenly, she makes up her mind, wiping away any tears. She tells the investigator that she has something to tell him, yes, concerning the murder. She won't go into it any longer at this point, tell him she fears eavesdroppers. She asks him to come to her room that night after everyone has gone to bed. She gives him a secret knock (3-3-2) to use to let her know who's come, and promises to let him in and tell all. She looks at him intently for a minute, says "Please, be careful," and scurries off.

Lucinda has finally decided she wants no more part of Stark nor his conspiracy. She fears that Stark may not stop at the one killing, and rightly so. Sadly, her decision to switch sides has come too late.

That night, after everyone has retired, as Lucinda's contact readies himself to go to the servants' quarters, a

frightened shriek rings out from the servants wing, then is suddenly cut off. If the investigators check out the master bedroom to inform Sherrinford, they find it locked and get no response to any knocks. By the time they reach the servants' wing, they find Jevers and Graves outside Lucinda's room, knocking at the door. Mrs. Hooper peers out her door, clutching the kindling axe. Stark and the other hired men stand in their door, watching. Any investigator who has stayed in the hired men's room is not in sight. If he is checked on later, he is found in bed asleep — he was drugged earlier that evening. Knocking and yelling at Lucinda's door gets no response. It proves necessary to break down the door, as it is bolted from within. There is plenty of muscle outside to do this task.

Inside, a large figure is visible in the starlight, standing over Lucinda's still form on the bed. The light glints off a knife in his hand. Should anyone tackle the figure, it gives no resistance and goes down right away. When a light is brought into the room, Lucinda proves to be dead, stabbed several times. Her stomach has carved in it an octopus figure, like the one on Fischbein's body (as the investigators will know only if they've interviewed Dr. Sacker — if they don't know this yet, Dr. Sacker makes an exclamation to that effect when he comes to check out Lucinda's corpse). Blood is spattered all over the bed and around the room, especially on the figure who was standing over the bed. Once the light is brought, the figure is discovered to be Sherrinford Holmes. Graves and Jevers exclaim in disbelief upon seeing the master like this. Stark, looking in from the hall, shouts "Blimey, so now 'e's gone and killed 'er, too!"

Sherrinford, in his bloody dressing gown, appears to be dazed, as if in shock. He does not seem to recognize the investigators, nor Graves and Jevers, and is unsure where he is. If he is slapped across the face a few times, water splashed in his face, or a glass of brandy forced down his throat, he seems to revive and asks wearily where he is. When he notices the blood on himself, or the knife if no one's removed it from his grasp, or is told what has happened, or sees Lucinda's corpse, he is horrified. Graves and Jevers hustle him out of the room and have him lie down, bringing him brandy. He then seems to revive enough to enable the investigators to ask questions. First, however, he summons Graves and orders the man to ride to town and bring back the constable and Dr. Sacker. Sherrinford is a painfully honest man, a murder has been committed, and the law must be summoned.

In response to any queries from the investigators, Sherrinford tells them everything he remembers. "I had a nightcap before turning in and deciding to do a little reading. It seems I fell asleep, for the next thing I remember is a dream. At least, it seemed like a dream, for everything was fuzzy and indistinct. A light shone into my room from the wall, then several robed figures walked towards me from the wall. They reminded me a little of druids. None said a word. Two took me by the hand and led me off the bed, then led me to and right through the wall, as if we were ghosts. Then we came out of a doorway, with cloth hangings drooping down around it. I was in another room, full of empty beds, except for one, which had a form sleeping in it. The robed figures seemed waiting for something. Then, a rat crept from under one of the beds, and one of the robed figures bent down, as if to look at it or inspect it. Then the figures took me back to the door full of . . . clothes, they were . . . and we came out in another room. It looked like Lucinda's. Suddenly all the figures were gone but one. That one was looking down at Lucinda, and there was a knife in his hand. All at once. And then her eyes opened and there was a scream. The next thing I recall, you were all standing over me, and I was covered in blood. I feel ill."

Jevers, who is standing nearby, insists that the master be put to bed at once.

The investigators now have a little time to snoop before Constable Culverton and Dr. Sacker arrive with Graves. If they investigate Lucinda's room, a Spot Hidden notices mostly erased chalk marks on one wall. No pattern is discernable, but what is left seems oddly geometric. A second Spot Hidden locates a rat hole that wasn't there before (if they searched the room previously).

A search of Sherrinford's room and a Spot Hidden finds a set of similar, mostly erased, chalk marks on one of his walls, the one he remembers walking through in his dream. If they haven't found the rat hole next to the fireplace before, and are looking for rat holes now, they find it. If anyone thinks to check Sherrinford's brandy sitting by his bed, a successful Pharmacy or Chemistry roll discovers it has been drugged with opium. If no one thinks of it till the next day, the brandy has been conveniently removed.

It is impossible to unobtrusively search the hired men's room now, as they are up and about except for the investigator who may be staying with them. He is soundly out. "Tied one on tonight," says one of the hired men when the investigators try to awaken their comrade. With a successful First Aid roll, they can awaken him. He'll have a headache, and remember taking only one drink with the other hired men before passing out. If the investigators brazen it out and search the hired men's closet, either now or when Culverton arrives, they find nothing. The gate has been erased.

When Culverton arrives, he looks over the evidence, then takes statements from everyone, including Stark's conclusion that Sherrinford murdered Lucinda because she'd spurned his love after he'd already killed Fischbein for her. Culverton declares that he must arrest Sherrinford and take him down to the gaol. Culverton will only relent on this if Sherrinford is injured (such as if the investigators shot or otherwise hurt him earlier upon seeing him in Lucinda's room), in which case he promises to come back in the morning to take him in anyway. In any case, when he leaves, Sacker leaves with him, taking Lucinda's wrapped-up corpse. The excitement is over for the night.

KEEPER'S INFORMATION: after drugging Sherrinford's wine, Stark sent a rat-thing with a piece of chalk to the master bedroom, where it drew the lines of a gate by crawling over the wall. Once the gate was complete, Stark and the other hired men, swathed in blankets to hide their faces, went to Sherrinford's room, and took the unresisting Sherrinford through the gate to the hired men's room. Meanwhile, another rat-thing drew a gate in Lucinda's room. When finished, it scurried to the hired men's room and told Stark, and he and the rest took Sherrinford through that gate into the maid's room. The others left and, as Lucinda screamed, he plunged the blade into her, quickly cut the octopus pattern in her body, splashed gore over Sherrinford, placed the dagger in the dazed man's hands, and departed through the gate. The moment Stark was gone, the rat-thing crawled up the wall, using its fur to erase the chalk markings, finishing only moments before the door was broken down. Had the investigators broken down Sherrinford's door, they may have seen a rat-thing finishing erasing that gate as well, and found Sherrinford gone. Stark threw away his bloody blanket before emerging from the gate into his room, and one of them erased the gate as the rest watched events outside their door.

The Third Murder

The third murder occurs the next night, or the night after Sherrinford has been taken into custody, if the investigators have managed to delay that. This time it is Mrs. Hooper's turn, and it follows in similar fashion. A scream is heard from the servants' wing. The investigators find Graves and Jevers knocking on Mrs. Hooper's door and shouting at her with no response. This time, however, neither the investigator in the hired men's room nor the hired men make an appearance. When the door, bolted from inside, is broken down, she is found murdered just as Lucinda was, the octopus pattern carved into her and a flame dagger, like the others, imbedded in her neck. Spot Hidden rolls reveal chalk tracings on the wall and a rat hole in the corner.

This time, no killer, or supposed killer, is present. However, the window is open. Mrs. Hooper's refusal to open her door to anyone but Graves, Jevers, or Sherrinford is common knowledge. Since Graves and Jevers were together in the kitchen when they heard the scream, the conclusion would be obvious if Sherrinford weren't in the county gaol. However, before anyone can be sent for the constable, Culverton shows up at the manor with the news that Sherrinford has escaped! He has no idea how it happened. He returned to the gaol after checking out a false report of a prowler to find Marvin knocked unconscious and Holmes gone. And the safe had been opened and the flame dagger(s) taken as well. Obviously Sherrinford somehow opened his cell, snuck up on Marvin, beaned him, and made his escape.

Should the investigators ask him about chalk marks in the cell or in the office, Culverton seems irritated at such an irrelevant question, and suspects the investigators of having something to do with the breakout, until Jevers points out that the investigators were at the manor all night. If no one has noticed the hired men's absence till now, Culverton does, and asks to question them. They find the men's room empty, except for whatever investigator is staying there, who is asleep (having been drugged again, or knocked out). If Graves has mentioned the men's nocturnal walks, or does so now, Culverton dismisses their absence as such a walk, but tells Graves in no uncertain terms that he wishes to interrogate them in the morning. But that is just a formality. It is clear to Culverton now that Sherrinford is the murderer, that he escaped from prison, returned to the manor, and killed Mrs. Hooper for reasons unknown. Perhaps after the other killings he has gone mad.

Despite any evidence or arguments to the contrary, Culverton's mind is made up, even when the hired men do not return that night, or the next day. He dismisses their disappearance as insignificant — the men doubtless decided they were out of a job since their employer was arrested, and went in search of employment elsewhere. They may have wanted to leave before they were murdered themselves, he postulates. If the investigators attempt to implicate the hired men in the murders, at least as accomplices, Culverton agrees to take it under consideration, and does nothing. Sherrinford is his man, he avows, and little else matters.

While no longer able to get anywhere with Culverton, if the investigators are friends with Ted Marvin, they can learn from him that there were indeed chalk marks, partly erased on the walls of the constabulary office, in and near the cell where Sherrinford was locked. He hasn't noticed any rat holes, but if the investigators are curious, he'll let them know about it. (He'll find a hole in the cell, under the cot.)

Mina's Disappearance

Should the investigators stop in at town, they find that Mina, too has disappeared, the day before the night of Mrs. Hooper's murder. She didn't show up for work at Albert's that day, and her bed wasn't slept in last night. Her parents are quite worried, her father murderously so. Rumor has it that she ran off with Stark. No one has seen her go. If the investigators were involved with her previously, her father may come looking for them as the cause of her vanishing.

Mina is currently held captive by the cultists. She has been transported by gate to Moriarty's London hideout. Unless the investigators travel there by gate, they'll be unable to rescue her. The evening after Mrs. Hooper's murder, a powerful ceremony takes place at the old church, with Mina as the sacrifice. The chanting is audible from the manor (on a Listen roll) and the firelight is visible over the treetops from the first (not ground) floor. If the investigators go to the church, they can spy through the windows to see Moriarty, Moran, Stark, and a strange Black Man, all

surrounding the altar, upon which Mina is tied, fully clothed. Stark brandishes a flame dagger and chants unintelligible words.

If the investigators take no action, he then plunges the knife into her heart, killing her instantly, and the dagger glows as her Power — her life-force — flows into it. The investigators lose 1/1D4 SAN watching this. Results ensue as described above, in the Meeting Night section, except that Nyarlathotep (the Black Man) is present.

If the investigators make any sort of attack, the Black Man departs instantly. His time is not yet. Should the investigators try to rescue Mina, the keeper must handle the situation based on their actions and the guidelines given earlier in the scenario. Mina, should they somehow manage to rescue her, will be little help, as she is drugged into a stupor. All she remembers of her experience is going out one night to meet Stark, and, while waiting for him, being clubbed from behind. If Mina is rescued, any investigator captured takes her place on the altar.

If the investigators fail to rescue Mina, and visit the church the next day, they find freshly dried blood over the altar. Mina's skeletal remains, picked clean by the rat-things, lie on the bone-piles in the basement.

Assaults On The Manor

Once the investigators have visited the church, or perhaps the standing stones while Stark was there, they are known as a threat to Moriarty's plans. Each subsequent night that the investigators stay at the manor, there is a 50% chance that an assault of some type is launched on them from the church. If they have intruded upon the cultists' ceremonies or seen Moran's or Moriarty's face, the chance rises to 80%. This assault can take one of two forms.

Most likely the cultists send 1D6 nightgaunts to attack the investigators. The creatures attempt to break through the windows of whatever room the most investigators are in at the time of the assault. If the windows are shuttered closed, the nightgaunts take three melee rounds to batter through. If the shutters are open, they crash through in one round. Only one nightgaunt can clamber through a window in a round. Again, any nightgaunt killed vaporizes into a fiery, sparkling mist which rapidly dissipates. The house staff (Graves and Jevers are probably the only ones left) may arrive in time to see the nightgaunts. If so, Graves is completely convinced of anything the investigators say. Jevers refuses to believe the evidence of his own eyes. He'll continue to defend the house; he won't believe in what he's helping defend against.

Another, more deadly assault, might come in the form of Colonel Moran making a foray into the manor via gate to take out the investigators, either with an ordinary rifle or revolver, or with an air gun. He'll use the attic gate if it's still there. If not, he'll use whatever gate is still operational. As a last resort, he'll slip up to the manor cross-country, and snipe at the investigators from a distance, if possible. If he can get inside the manor, he tries to set up an ambush, perhaps lying in wait at the attic trapdoor, as he used to do in India while hunting tigers, until the investigators come by. If he finds himself in a bad position, especially if he's wounded, he exercises the discretion that has enabled him to survive so long and retreats, escaping through a gate or, if necessary, outside and cross-country. If the investigators follow him through a gate, they'll walk into an ambush at the old church and probably be captured by the cultists. If they follow him cross-country, a running gun battle could ensue, which would draw the attention of the cultists at the church, who could call down one or more monsters as a rearguard for Moran.

Should any of the investigators be seriously injured in one of these assaults, Graves insists on going for Dr. Sacker, even if the investigators demur, fearing that Graves will be ambushed. He'll return safely, though, with the doctor, who is driving his own carriage. After the doctor leaves, he is never seen again. He didn't get back to town. Nobody has seen him there since he left for the manor. When Culverton finds out, he'll believe that Sherrinford has killed Dr. Sacker, too, and redouble his efforts to capture Sherrinford. The doctor's body is never found. (He was a victim of a Dark Young stalking the forest — keeper's discretion as to whether Old Eban or Stark was responsible for the Dark Young's presence.)

Mycroft's Abduction

When things reach the point that the investigators feel a bit overwhelmed by their opposition, such as after they've identified Moran or Moriarty among their antagonists, and send any sort of desperate telegram to Mycroft, especially one revealing the presence of Moran or Moriarty in Yorkshire, Mycroft telegraphs back word that he is coming to the manor personally to assist the investigators. Even if the investigators aren't aware of Moran's or Moriarty's presence, if the information with which they provide Mycroft gives evidence of Moriarty's hand (and remember, Mycroft is capable of prodigious deductive feats from minimal clues), he'll telegraph that he is coming, and also tell the investigators whom they are up against.

The news of Mycroft's impending arrival should shock the investigators, if they are aware of Mycroft's enormous distaste for extensive travel, and also relieve them. Mycroft's telegram states that he is coming as soon as possible, and asks the investigators to meet him at the station in Northallerton. He will arrive on April 29, the day before Walpurgis. If the investigators wish him to come before then, the great man is involved in a government conference and cannot break away sooner.

Mycroft will arrive early in the morning. The investigators wait impatiently at the station. Finally, Mycroft's train arrives. Several people get off, a thin, ragged-looking farmer, a woman, a boy and his mother. But no Mycroft Holmes. The train pulls away, leaving the investigators standing there. If they wait for the

next train in case they've made a mistake or Mycroft has missed the previous one, they are similarly disappointed. Mycroft does not show up. Frantic wires to London are unanswered. If the investigators check with the railway office, they discover that Mycroft embarked to Yorkshire from King's Cross Station at the correct time. If the investigators telegraph every station along Mycroft's route, they can elicit the information that Mycroft left the train at York in the company of two men, whose descriptions are unavailable.

Moriarty, of course, is to blame. He was waylaid by Moran and an accomplice at York. Moriarty has decided that if Sherlock is too cautious, Mycroft will do. Sherlock can live knowing his brothers are dead because he let a group of inept bunglers take his place — a fitting revenge.

Appeal To Baker Street

With Mycroft among the missing, Sherrinford at large, and the cultists seemingly in control of the situation, the investigators may hit desperately upon their last chance — Holmes' promise that if Mycroft should become unavailable, they can contact Baker Street and perhaps reach him. If they've already met him once or twice in the scenario, they still have no idea as to how to reach him, other than via Baker St. A wire to Baker Street telling of Mycroft's disappearance and carefully outlining events receives a reply within a few hours.

UNDERSTAND URGENCY OF YOUR SITUATION STOP WILL ARRIVE IN YORKSHIRE SHORTLY TO RENDER ASSISTANCE STOP HAVE NO FEAR HELP IS ON ITS WAY STOP JOHN H WATSON

A follow-up telegram tells the investigators that Watson arrives on the next train. He arrives that evening, just before dark — time barely enough to reach the manor before sunset. He gets off the train after an old man and another farm woman, looks around and, spying whom he knows must be the investigators, greets them heartily. He seems completely confident that they can handle the situation now that he has arrived. After all, he hasn't worked with Holmes over all these years without picking up some of his methods. To demonstrate, he attempts Holmes' trick of telling everything he can about a person merely from observing such minute items as the type of mud on the shoe, the way the hat is worn, calluses on the hands, and so on. He makes an elaborate deduction of where the investigator has been and what he has been doing over the past several hours, based on these observations, then looks at them smugly. Unfortunately, Watson's deductions are abysmally incorrect, which may create some question in the investigators' minds as to his usefulness. In any case, Watson is a loyal and vigorous friend.

Unbeknownst to all, though possibly suspected by the investigators, Sherlock Holmes is in Northallerton at the time, too. Holmes knows of Mycroft's disappearance and is actively afoot. As Watson speaks with the investigators, he places his hand in his pocket, only to find a scrap of paper there which he had not noticed before. He pulls it out. "By jove, a message from Holmes!" It reads:

GOOD TO SEE YOU HERE, WATSON. I'M IN NORTHALLERTON TOO, BUT DISGUISED, SO DON'T TRY TO FIND ME. MORIARTY'S ON THE HUNT, AND IF I'M RECOGNIZED WITH YOU, IT WILL BE THE WORSE FOR US ALL. KINDLY LET (chief investigator's name) TAKE CHARGE FOR NOW. DON'T FORGET TO DESTROY THIS NOTE AS QUICKLY AS POSSIBLE. (signed) SHERLOCK HOLMES

Watson recognizes Holmes' writing and ponders the note, wondering how the devil Holmes slipped it into his pocket. He shows it to all the investigators. After they've all had a chance to read it, he uses it to light his pipe, tosses the burning fragment aside and watches as it burns to ash, then stamps the ash to dust. He says cheerfully, "I say, Holmes must have been one of the fellows that bumped me on the train. Not surprised I didn't recognize him, though. He's the very devil at disguises."

Stark's Return

Once the investigators have returned to Mycroft Manor with Watson, Watson suggests they formulate a plan. Anyone succeeding at an Occult roll realizes that it is the evening before Walpurgis, if they haven't figured it out already. If all else fails, Watson consults an almanac to find anything pertinent about the date, and discovers that it is Walpurgis all by himself. An educated guess should inform the investigators that the cultists may well be working towards that very night. Should the investigators attack the church that night, then Stark's return will not occur the next morning. But Watson and Graves both advise against a night attack, when the cultists have all the advantages.

The next morning, while Watson, Graves, and the investigators discuss tactics, there is a noise from outside. Shouting can be heard, and outside is a tinker's wagon, pots and pans hanging down on all sides and an old white-haired man atop yelling that he has kitchenware for sail. Jevers, whose duty includes such matters, heads out to deal with the man. As the investigators go back to their discussion, they hear the team of horses pulling the wagon start up at a trot and pull away. Jevers does not return. If they go look for him, he is gone. Graves or Watson soon realize that the fellow in the wagon has kidnaped Jevers, if the investigators are too dull to comprehend this. If the investigators watched Jevers as he went out to the cart, they see the man knock Jevers over the head with a pot, drag him into the wagon, and take off. As he does so, his white wig blows off, revealing him to be Stark. (If Stark has previously been disposed of somehow, this will be another of the hired hands.) He can get out of pistol or shotgun range before the investigators can reach the road.

Stark has returned for one last try at the investigators. When Jevers came out, he quickly decided to kidnap him in hopes that the investigators would follow so he could lure them into a trap — a Dark Young is waiting in the woods down the road. Even if the investigators refuse to follow, Jevers will serve nicely as another sacrifice, donating more POW to Stark's dagger.

The investigators should jump at the chance to try to catch Stark by himself, and to rescue Jevers as well. Graves urges them onward, as does Watson, who seems quite eager to hasten off in chase of the blackguard. He sends Graves for a horse at once and, when it arrives, mounts it, holding the reins in one hand and his service revolver in the other, commenting, "I may have been in the infantry in Afghanistan, but I can hold my own with the cavalry any day." He rides off down the road in pursuit of Stark. Even if the investigators are reluctant to chase Stark, they should realize that losing Watson, after Mycroft and Sherrinford, isn't going to help their cause, especially when they might be able to prevent it, and should join in the chase.

Whether because he has started ahead of them, or because he is a better horseman, Watson pulls ahead, disappears around a bend beyond some trees, and the investigators hear gunshots. When they arrive, they see Watson lying on the road, his horse standing nearby. Stark's wagon is visible ahead pulling rapidly away. If they stop to tend to Watson, they find that he is all right, merely unconscious. When revived, he looks rather sheepish and tells them he pulled in front of the wagon and fired a few warning shots. His shots startled his horse and it reared and threw him. Did we lose the blighter? Dreadfully sorry. Watson attempts to stand, seems a bit dizzy, and suggests they return to the manor to get his medical bag.

If all the investigators stopped to help Watson, they've lost Stark by now, but perhaps they can pick up his trail. The investigators probably know where Stark is headed, but the medical bag is still a good idea, especially since it might be too late to help Jevers by now. Should some or all of the investigators ignore Watson and chase after Stark, they make it only a little further before Stark's Dark Young oozes through the trees onto the road in front of the investigators. This scares the investigators' horses, causing them to rear and plunge, throwing off any investigator who fails a Ride roll. Whether the investigators promptly flee or attack the Dark Young, Stark escapes during the delay.

Scotland Yard Arrives

By the time the investigators and Watson arrive back at the manor, they see another carriage pulling up. Out step two men, whom Watson greets as Inspectors Giles Lestrade and Stanley Hopkins, of Scotland Yard. They are surprised to meet Watson here, and ask where Holmes is. When told that none of the Holmeses are present, they are surprised. Lestrade produces a telegram:

Dr. James Watson

URGENT YOU MEET ME IN YORKSHIRE MYCROFT MANOR IN CONNECTION WITH MURDER CASE STOP MORAN AND MORIARTY INVOLVED STOP HOLMES

It is dated as sent from York the previous day. Naturally, Sherlock Holmes sent the telegram while checking out Stark's past in York, but the investigators may assume it was Mycroft or someone else. Lestrade and Hopkins want to know what's been going on, and Watson defers to the investigators, explaining that they know better than he. If the investigators relate what has happened (presumably leaving out the supernatural occurrences) Lestrade is not surprised to hear of Moran's presence. Lestrade is one of the few men that know that Moran was not poisoned, but had escaped. He is shocked, however, that Moriarty may still be alive. Hopkins was not privy to the information about Moran's escape (nor was Watson), but is aware from stories he'd heard from Holmes about the deadliness of the man. All are now eager to head out to the church to apprehend the villains.

If the investigators have mentioned monsters and magic, and other such balderdash, both inspectors are skeptical, but humor the investigators. Watson, too, is less than convinced, but all realize the urgency of capturing Moran and Moriarty, and so ignore any supernatural trappings on the investigators' story, suggesting that it is some trick of Moriarty's: the man's genius is

certainly sufficient to come up with some elaborate hoax to take in the gullible (a side glance at the investigators here) with supernatural-seeming trickery. No one present can explain how Moriarty could have pulled off such stunts, but all are certain an explanation exists. Graves, if he hears this, snorts in disgust.

The party should be ready to go to the church for the final confrontation, armed and prepared for battle. They should ready the equipment for any spells they know, for facing the cultists without magical ammunition of some kind is suicidal.

Final Confrontation

When the investigators and their allies reach the church, they see Stark's tinker's wagon deserted in front of the building, the pots and pans jangling dejectedly whenever the horses shift position. A Spot Hidden or Track reveals marks on the ground as if someone had been dragged along it. The marks lead toward the tomb, whose previously-locked door stands wide open. If the investigators examine the church, they find it empty, with no sign of the cultists. Just inside the tomb is one of Jever's shoes. It has blood on it, and drops of blood lead to the gate on the back wall, and apparently through. That is obviously the route.

If the investigators hesitate, Graves insists they continue, thinking it is a secret door if the investigators have not told him about the gates. Lestrade agrees — they haven't come all the way out here just to turn back because of a hidden door. The two inspectors and Watson are hot on the chase. If they've come this far, the investigators should be willing to continue. How they explain what the gates are, and how they work, is up to the investigators. Anyone who knows about the Gate spell should realize that the gates can go anywhere, and that the sights on the other side may be sanity-blasting, besides the SAN loss by going through the gates themselves.

Through The Gates

The gates used by the cultists are Moriarty's invention. They differ from ordinary gates. Moriarty's gates cost 3 POW each to create and 3 magic points to pass through, but do not lead to other gates — instead they lead to a nether dimension called, for convenience, Limbo. This shadowy plane is conterminous with space and time and, as some of Moriarty's unfortunate early explorers found, is not uninhabited. The discovery of Limbo is Moriarty's chief contribution to the science of gates. Of course, Moriarty never wastes his own life-force by expending POW to create his gates — he forces, bribes, or blackmails his own followers into so doing.

The advantage of such gates is that all gates leading into Limbo can be reached from Limbo, by traveling through that shadowy place and leaving through the appropriate gate. Of course, if one does not know the pathways through the various dimensions, it is quite possible to become lost 'behind' the gates.

SAMPLE WRONG DESTINATIONS

1D10	*egress*
1	extraterrestrial city ruled by entities resembling the Old Ones of Antarctica.
2	Paleolithic times: the lair of a saber-tooth tiger.
3	the submarine city of Y'ha Nthlei, amidst 1D6 Deep Ones.
4	Moriarty's London headquarters, with 1D6 thugs present.
5	the eternal caverns of Atlach-Nacha.
6	the labyrinths beneath Irem, city of pillars.
7	the ruined city of the Great Ones beneath the Australian desert, now inhabited by flying polyps and worse.
8	the cyclopean cities of Yuggoth, amidst 1D6 Fungi.
9	the Tibetan cavern wherein sits the pedestal of the Elephant God, Chaugnar Faugn, on the plateau of Tsang.
10	Stonehenge, 2,000 or more years ago —if this is entered at the scenario's climax, Moriarty and his friends are all here. Otherwise, the area is deserted.

Gates cannot be created from Limbo itself, only from locations outside that dimension. Moriarty's gates cannot be used to travel to distant planets or times unless some other entity from that place or time has created such a gate already.

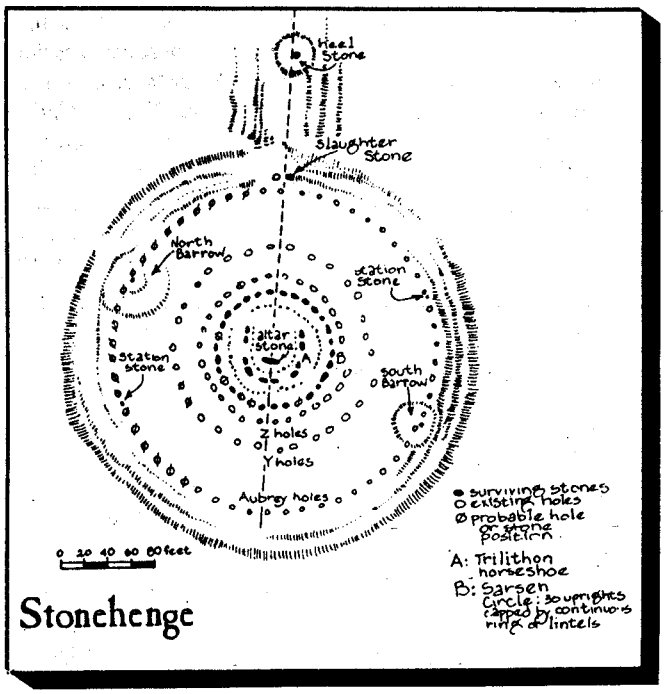
When the investigators enter any gate, they find themselves in a gray, shadowy expanse, vaguely reminiscent of a thick London fog. They seem to be walking on a cloud, except that it is quite difficult to determine which direction is up or down. Entering the shadow dimension costs 0/1D4 SAN. Visible in several directions are glowing geometric diagrams hanging suspended in the air, vertically and horizontally, at all types of wild angles. These are, of course, the gates leading out of Limbo. If the investigators are hot in pursuit of enemy cultists, such as when they charge through the tomb gate with Watson and Lestrade, then they can just see one last cultist disappearing through another gate. If they decide not to follow him, or have wandered through the gates at another time, they must randomly examine the gates to see whither they lead.

Exactly where the many gates emerge is up to each keeper's fertile and devious imaginings. The arrival points should be a mixture of the exotic, the mundane, and the horrific. For example, the investigators might find themselves on a strangely-lit world with two suns, where the investigators emerge on the end of a high balustraded bridge over an oddly spired city; at the other end of the bridge is standing a ridged barrel-shaped object, with thin horizontal arms radiating spokelike from a central ring — unless the investigators had seen an Old One before, they might not realize it was alive till it began to move towards them. The gate in this world is scratched in the floor of the

bridge. Or they could find themselves before a herd of stampeding buffalo, emerging in an abandoned shaman ritual site. Or they might find themselves in an alien laboratory, unfathomable galaxies distant.

At one point, when they are on the right path, they should emerge at least momentarily in the waterfront headquarters of Professor Moriarty in London. A few of Moriarty's men might still be there, no doubt quite surprised to see the investigators emerge, especially with Lestrade, Hopkins, and Watson. A table accompanies, for use by the keeper as an assist to the imagination.

If the keeper feels especially cruel, or feels that the investigators need even more of a challenge, he may wish to have the group's scent be picked up by the Hounds of Tindalos while traversing the gate system.



Stonehenge

Confrontation At Stonehenge

While chasing after Jevers' kidnapper, when the investigators pass through the final gate along the correct path to their destination, they come out into the open night air, between two large standing stones. They are on a plain. Before them, lit by torch-fire, is a circle of standing stones. A successful Knowledge, Archaeology, or History roll tells them they are at Stonehenge. But something is different — none of the stones are fallen. In fact, all the stones appear intact. Silhouetted in the torch-light are many robed figures involved in a ritual. Chanting similar to that heard at the Church of Starry Wisdom drifts across the plain to the investigators' ears. An Archeology roll identifies one of the two stones they came out between as the Slaughter Stone. The other is a companion stone missing by the investigators' time. Behind them is the Heel Stone. Before them is Stonehenge proper.

Once the shock of when and where they are has passed (the stolid Lestrade, Hopkins, and Watson seem oblivious to the strange aspects of the situation), the investigators may belatedly realize that Moriarty probably hasn't left the gate here unguarded. A successful Spot Hidden reveals a robed figure a few yards to the left, crouching by the embankment, seemingly peering toward the ceremony. (If all the investigators fail the Spot Hidden, Hopkins or Lestrade succeed.) Obviously, shooting this fellow would alert all the cultists, and they should try to sneak up on the figure.

Regardless of what Sneak rolls they make, before any come to grips with the guard, he turns, pulls back his robe's hood, and addresses the investigators quietly. "Glad you made it, gentlemen, I can use the assistance. Good evening, Watson. Lestrade, I see you got my telegram. Ah, I thought you'd bring Hopkins. Good show." It is, of course, Sherlock Holmes. "Holmes!" Watson blurts out, before he is shushed by the investigators. "Now, then, Watson, stealth is our objective here," says Holmes. "I could hear you chatting all the way over here. If I hadn't already disposed of the gentleman whose robe I borrowed . . ." (here pointing to a spot in shadow near the Heel Stone, in which a limp form is visible) ". . . he surely would have made a fuss."

Once the group is settled in hiding around the embankment, Holmes quickly explains how he arrived. After picking up all pertinent information from Culverton, who is still looking for Sherrinford, the Archives, and elsewhere in Northallerton and York, Holmes received word of Mycroft's disappearance. He deduced it was of great importance to come to the old church at once. Working his way cross-country, he arrived at the church just in time to see Stark dragging Jevers into the tomb.

Stealthily approaching, Holmes peered within the tomb to see the two men gone. He quickly located the coffin tunnel, but dismissed it as an escape route. No man could have maneuvered an inert body up and into the coffin and down the tunnel, following it himself, in so short a time as Holmes had taken to reach the tomb. Seeing the drops of blood pointing their way to the back wall, Holmes decided that the chalk drawing marked a secret panel of some type. Pushing on it, Holmes fell through into Limbo, an experience which was a a shock even to his great mind. Fortunately, the detective was flexible enough to revise his concepts in view of the evidence around him — after all, Moriarty was involved, and with his criminal genius, almost anything was possible. Holmes speedily realized what had happened, and just as speedily (and courageously) followed Stark through the nether dimension's paths.

He caught up with Stark, quickly overpowered him, but did not have a chance to question him before Stark, screaming in frustration and rage, thrust himself away from Holmes to fall through a gate, clutching the broken arm Holmes had given him. Holmes quickly reached through the gate Stark had fallen through, to pull his

hand as quickly back as possible. "I suspect Stark would not have plunged through that particular gate had he recognized it," opines Holmes, as he shows the investigators his singed hand — blisters had already risen. "Not fire, though — apparently there the atmosphere is of some caustic solution."

Holmes proceeded through the gate that he he had deduced was Stark's original destination, dispatched the cultists' guard, donned his robe, and had begun to scout out the vicinity in an attempt to formulate a plan when the investigators, Watson, and Scotland Yards arrived. Probably the cultist the investigators just saw disappearing through the gate was Holmes himself. If the investigators ask about Jevers, Holmes says steadily, "He didn't make it through." He says no more about the hapless butler, who is lost forever in Limbo.

Holmes produces a folding telescope and passes it to the investigators so that they may see what is happening. The view is somewhat obscured by the standing stones, but by walking part way around the circle, they can make out what is going on. Two dozen cultists are within the circle of sarsen stones making up the outer circle, with most of these inside the horseshoe formation of trilithons. In the center of the horseshoe are five robed cultists, Moriarty, Moran, a Black Man (Nyarlathotep), and Sherrinford Holmes. Sherrinford stands as if dazed, unresponding to anything around him. Between the villains and Sherrinford, his huge bulk strapped to the altar stone, is Mycroft Holmes. He is conscious, but unable to move. One of the cultists brandishes a flame dagger in circles, pointing it alternately to Sherrinford and Mycroft. Moriarty seems to be nodding, though it could be merely his normal head oscillation. The others silently stare or chant. Many of the cultists seem deformed under their robes, as if they are not fully human. As the dagger waves, it seems to glow. Holmes comments that just before Watson and the rest arrived, the cultist waved his glowing dagger at the megaliths, and the glow jumped from it to the stones. Presumably, energy was fed from the dagger to the stones.

What happens from this point on is primarily up to the investigators. It should be clear from the number of cultists that an open assault is not necessarily the wisest course. Neither is a shoot-out, as the cultists are not defenseless, and Sherrinford and Mycroft could still easily be killed by Moriarty before Holmes could rescue them. As they watch, however, it becomes apparent that imminent action is imperative. The smoke from the torches begins to gather and hover over the stones, forming the smoky image of a great hideous face, whose beard and hair trail off into serpents or tentacles. Seeing this costs 0/1D6 SAN. Holmes, who confesses himself no expert on the occult or magical, is willing to listen to the investigators' suggestions.

If no one has a better plan, he proposes that they split into two groups, the investigators in one and Holmes, Graves, Lestrade, Hopkins, and Watson in the other. (If the investigators demur at Holmes' division, he points out that the investigators work best together, as does he, Watson, etc.) One group circles around the monument, using the earthen embankment as cover, till it is at the opposite side from the first group, then each group would slip up to the sarsen stones. Simultaneously, the two groups rush the scoundrels, quickly grab Sherrinford and Mycroft, and rush to the gate to escape through safely. Holmes comments that he'd like to get Moriarty if possible, but the rescue of his brothers, all affirm, is of far more import. Dubious as the plan may seem, it is the only one offered unless the investigators have a better idea.

The keeper should evaluate any plans made, deciding how successful they should be. Once the investigators pass within the sarsen circle, they are in melee almost at once with the cultists. If they do not stop, but attempt to keep going to the horseshoe to try to save Mycroft and Sherrinford or attack Moriarty, Moran, or the Black Man, they can reach the horseshoe in one melee round, if they succeed at a Dodge roll to evade the cultists in between. Anyone failing the Dodge is stuck in melee just within the sarsen circle — once in melee, each investigator has 1D3 cultists per round striking at him. None of the cultists here prove to be especially human — some are half-breed Deep Ones, others Serpent Men hybrids (contacted from among the locals of 2,000 years back by Moriarty). None are armed.

SAMPLE HYBRID CULTISTS

	hybrid-1 deep one	*hybrid-2 serpent*	*hybrid-3 deep one*	*hybrid-4 serpent*	*hybrid-5 deep one*	*hybrid-6 serpent*
STR	9	10	8	11	15	3
CON	13	8	8	10	11	8
SIZ	14	9	16	9	14	8
INT	15	9	17	5	13	11
POW	11	6	15	12	13	16
DEX	9	16	7	15	12	14
HP	14	9	12	10	13	8
Weapons:						
claw	20%	50%	25%	35%	45%	35%
damage	*1D4*	*1D3*	*1D4*	*1D3*	*1D4 +1D4*	*1D3 -1D6*
bite	05%	45%	15%	35%	35%	15%
damage	*1D6*	*1D6*	*1D6**	*1D6*	*1D6 +1D4**	*1D6**

	hybrid-7 deep one	*hybrid-8 serpent*	*hybrid-9 deep one*	*hybrid-10 serpent*	*hybrid-11 deep one*	*hybrid-12 serpent*
STR	10	5	14	6	13	10
CON	7	10	11	10	11	10
SIZ	7	6	9	9	11	10
INT	15	6	15	10	13	10
POW	14	10	10	10	12	12
DEX	13	14	14	15	16	16
HP	7	8	10	10	11	8
Weapons:						
claw	25%	15%	45%	30%	25%	50%
damage	*1D4*	*1D3 -1D6*	*1D4*	*1D3 -1D4*	*1D4*	*1D3 -1D4*
bite	15%	15%	45%	25%	15%	45%
damage	*1D6*	*1D6 -1D6**	*1D6*	*1D6 -1D4**	*1D6*	*1D6 -1D4**

** hybrid serpent man bites inject a poison with a potency equal to half the serpent man's CON.*

Notes: seeing either degenerate hybrid close-up costs 0/1D6 SAN. Hybrid deep ones can attack once a round, using either bite or claw — hybrid serpent men attack twice a round, using both bite and claw.

The hybrid cultists here are quite loathsome and inhuman-looking. The Deep One half-breeds have huge bulging eyes, flabby lips, great paw-like hands, and no hair. The spawn of the serpent men have squamous, mottled skin, flattened skulls, and sharp teeth. Individually, any one of them might conceivably pass for a diseased or malformed human but, *en masse*, it is clear that they are the children of monsters.

The ensuing melee should be quite exciting. The investigators will be trying to rush through the mass of cultists on one side while their allies are visible on the other side — Holmes is using his expert boxing skills, Watson taking pot-shots with his revolver, Lestrade, Hopkins, and Graves all mixing it up with their own foes, holding their own steadily, if desperately. The cultist holding the flame dagger seems to be waiting anxiously for a signal from the Black Man.

As the struggle continues, Lucas, Blackie, Peter, and Scar, the former hired men from Mycroft Manor, come rushing into the fight from inside the horseshoe, where they have been waiting (their statistics are given previously). Moran, too joins in, by shooting at the investigators, entering melee only when he runs out of bullets. Moriarty attempts to remain free of the scuffle, backing off if assaulted, occasionally taking swings with his cane, and hiding behind a stone if fired at. Should any of the investigators attempt to take on Moriarty, they hear Holmes' voice ring out, "He's mine!" Holmes, with a superhuman effort, breaks loose of the half-human cultists around him and rushes upon the Napoleon of Crime personally.

During all this fight, Nyarlathotep, the Black Man, stands still, silent and confident-looking. If Nyarlathotep is fired at and hit, or attacked personally, the Crawling Chaos begins to expand, growing huge and changing into monster form. It takes at least five rounds to complete the change from the round in which the Black Man is hit. After he finishes the transformation, Nyarlathotep disappears into the sky, leaving Moriarty and his cronies to face Holmes' and the investigators' wrath alone. As soon as Nyarlathotep leaves, the cultist holding the flame dagger (he is Haney, the hired man) screams in frustration and turns on the investigators, ignoring Mycroft's prostrate form on the slab behind him. Even Moriarty seems to have lost some impetus — anyone getting a successful Occult, Psychology, or Cthulhu Mythos roll suspects correctly that the magic ceremony, whatever it was, cannot be a success without the Black Man's presence. However, Moriarty can still kill Sherlock Holmes, his brothers, friends, and allies, and have his vengeance, if not the occult power for which he had hoped.

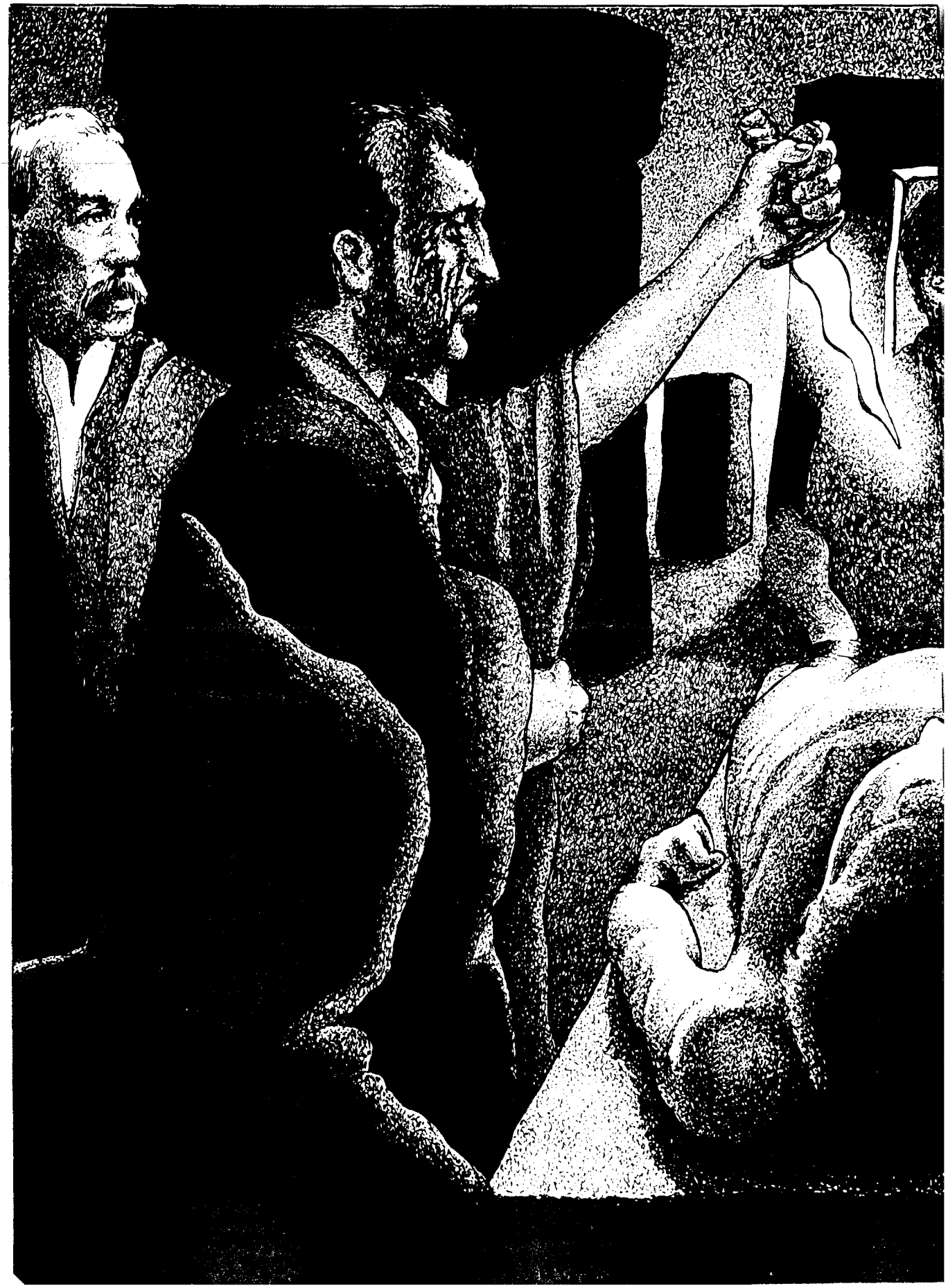
If it becomes obvious that Moriarty's side is losing the battle, Moriarty begins sketching a gate on the side of the altar. He finishes this in three rounds (a feat unachievable by any lesser man), grabs Sherrinford, and prepares to leap through the gate, closely followed by Moran. The investigators should redouble their efforts to prevent Moriarty's escape — if it looks like they'll be able to stop him, he shoves Sherrinford in their direction to block their impetus, and dives through his gate. At Moriarty's flight, the monstrous cultists lose heart and try to run off as well.

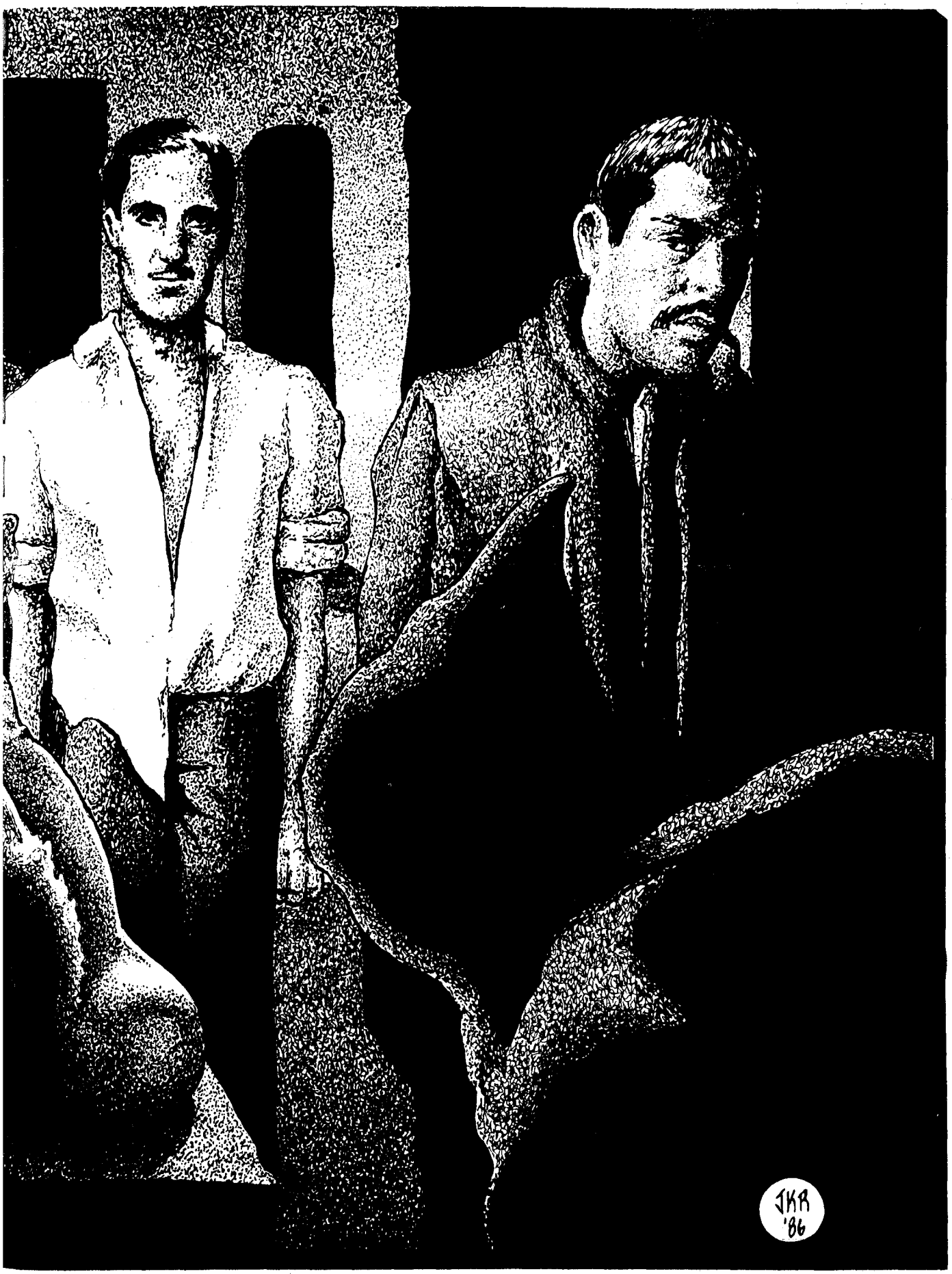
If, on the other hand, Moriarty's side is winning handily, Holmes shouts to the investigators to try one last time to break through to Mycroft, does something under his cloak, and then pulls out a large, round object; the cultists about to leap on him back off in horror as he flourishes it (a Spot Hidden reveals that it is, in fact, a good-sized old-fashioned fuse bomb, lit and burning. Moriarty instantly orders them on to attack Holmes, and the whole horde of monstrous half-humans reluctantly rush away from the investigators to attack the bomb-wielding Holmes. The investigators now have a clear shot at getting to the altar — only Moriarty, Moran, and the remaining hired men stand in their path. Holmes holds the hybrid spawn at bay by brandishing his bomb, threatening to throw it here, and then there, then pretending to roll it toward the nearest cultist. During this by-play, the investigators should be racing to save Mycroft and Sherrinford.

After 4 rounds, the fuse reaches the touch-hole of the bomb, and fizzles out — the bomb is a dud! A clever ploy by Holmes, who understood Moriarty's psychology perfectly. Holmes knew that Moriarty knew that his faithful cultists would naturally back off from such a threat as a bomb, leaving the way open for Holmes to rush up to Moriarty unopposed, backed up by Watson, Graves, and the rest. Moriarty, fearing just such an eventuality, had all the cultists rush over to Holmes, so that by sheer mass of bodies Holmes would be prevented from nearing the altar. But Holmes outthought Moriarty, realizing that Moriarty would so order his cultists to stop Holmes, and thus held out the bomb to attract the cultists to him, opening the way for the investigators to succeed! Holmes, of course, will cheerfully explain all this at length to the investigators once the scenario has ended. "But," he adds, "Moriarty's response doesn't reflect poorly on him — after all I had several seconds to work out the consequences of flourishing the bomb: he had to react instantly!"

Naturally, if after this Moriarty sees the investigators closing in on him, he has the hired men try to hold them off as long as possible while he draws the aforementioned gate and escapes with Moran. If he lacks the time to do this, he'll simply run into the night, trusting to his lanky legs and sense of urgency to outdistance his pursuers.

But this should not be interpreted as instructions to the keeper to protect Moriarty from capture or death. If the investigators play their part well and truly, they may well be able to catch Moriarty. If Moriarty is taken alive, Graves immediately picks up a melon-sized rock and bashes his head in. Holmes seems unsurprised, and concurs with Graves' reasoning that no prison could possibly have held the man, with his mastery of gate-science. Lestrade protests, but Holmes points out that it is not his jurisdiction: they are in Britain centuries before Scotland Yard was founded. This silences Lestrade.





The Sacrifice.

On the other hand, if the investigators are sluggish or incompetent, the keeper may well have Sherrinford or even Mycroft killed by the villainous Moriarty. Sherlock should probably escape death, as should Watson, but everyone else is expendable, including the investigators. If either of Holmes' brothers are killed, Sherlock never again works with the investigators — the memory of his colossal error in relying upon such manifest incompetents rankles too much. If Mycroft in particular is killed, the investigators immediately should start seeing slight but noticeable changes in foreign policy. Ultimately, of course, Mycroft's death leaves Britain in the hands of idiots who lead the nation to catastrophe and death in the First World War. If Mycroft lives, of course, his influence can be assumed to have put off the war for several years, causing it not to occur till 1914. As keeper, you can have your cake and eat it, too.

Using Magic

Using magic to save the day might be easier than charging through the cultists to Mycroft and Sherrinford. Call Deity is an effective possibility, if the right entity is summoned. Shub-Niggurath, Nyogtha, and Ithaqua cannot be summoned, because the requisite forest, cavern, and snow-mound are non-existent here. Both Hastur and Cthugha are unavailable, as it is the wrong time of year.

CALL AZATHOTH: if Azathoth is summoned, Nyarlathotep mutates to his monstrous form and flies up to the Daemon Sultan as the cultists flee. When Nyarlathotep has thus joined Azathoth, the Idiot God and the Crawling Chaos both depart (perhaps a few of Azathoth's tentacles whip across Stonehenge first, leaving it in its current, partly-dilapidated state). The cultists flee.

CALL YOG-SOTHOTH: may be the best choice of the lot. A successful Cthulhu Mythos roll tells the user that it may be easier to summon Yog-Sothoth than normally — Stonehenge, with its ancient history of star-lore and ritual, substitutes nicely for the stone tower normally needed. Also, the POW currently inhabiting the stones (sent there by the cultist waving the flame dagger, in preparation for Moriarty's own spell) is sufficient to add +100 percentiles to the chances of success in summoning Yog-Sothoth. Yog-Sothoth, of course, needs a human sacrifice upon arrival, but clever investigators can easily satisfy this by pointing to the nearest cultist, or Moran or Moriarty himself (though pointing to a cultist is safer, because Sherrinford and Mycroft are quite near Moriarty and might be taken too).

Other spells have their normal effects, and must be adjudicated by the keeper. Nyarlathotep will take no action, except that if a Hunting Horror is summoned by the investigators, it immediately places itself under Moriarty's control.

The Finale

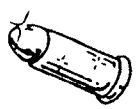
If Moriarty drives off the investigators, he proceeds to sacrifice first Mycroft, then Sherrinford, plus any investigators or allies he has captured. All the Power gained is sent to the standing stones, and Moriarty completes his ceremony — the stones hum with might and Moriarty suddenly shines with inner light — all the power and mental force inherent in the sacrificed men has been transferred to Moriarty, increasing his intellect to superhuman levels and increasing his personal POW by an amount equal to the combined POW of all sacrifices (don't forget Mina, who was killed earlier and her energy transferred to the dagger). Moriarty then returns to England to rule his crime empire with such brilliance that even Sherlock Holmes (if he survived the scenario) can no longer hope to stop him.

However, barring this disaster, the investigators have probably rescued Sherrinford and Mycroft. Based on the testimony of Hopkins, Lestrade, and the investigators, Sherrinford is exonerated, and Stark is fingered as the real killer all along. It is testified that Stark has perished and his body lost in the Humber river, so the case is closed. On the advice of Sherlock and Mycroft, the occult nature of the case is hushed (Mycroft has the power to enforce such a hush, too). Moriarty's and Moran's parts in the case are played down, since they are both listed as officially dead. If either Moriarty or Moran have escaped, Holmes advises the investigators to keep watch for them, as they are sure to return (and they are, too).

If the scenario has ended well, the investigators have received the gratitude and respect of Sherlock Holmes, plus any monetary reward promised. All is not completely rosy: Sherrinford has lost several loyal and trusted servants. And the rat-things still inhabit the old church, unless the investigators succumb to the temptation to dynamite it or burn it down (which Holmes advises against — without leadership, the rat-things seem content to haunt their church in peace — with their home destroyed, who knows what they would do?)

The investigators, upon a success, deserve 2D10 SAN points for defeating the villains. Reduce this by 1D8 for each Holmesian character killed in the process.

The keeper should not feel obligated to use all the scenario's possible events. "The Yorkshire Horrors" can be perfectly enjoyable to the players without their ever learning of the standing stones, Mina's death (or even existence), etc. Certain occurrences can easily happen off-stage if the investigators are not inclined to explore in those directions. If wished, Holmes can deduce these extra activities after the fact and explain their nature to the investigators at the scenario's end. Also feel free to alter the order of events, as explained earlier. If Mina's death occurs on the same night as Mrs. Hooper's death, this is fine for the campaign.



Statistics & New Spells

Four new spells and statistics for eight important Holmesian characters.

New Spells

ENCHANT SACRIFICIAL DAGGER: this spell must be performed over a flame-shaped dagger. The dagger is used to kill a living being with a POW of at least 20, and simultaneously the enchanter sacrifices 6 points of POW. From then on, when the dagger is properly used to sacrifice chosen victims in the presence of Nyarlathotep, the POW contained in that victim flows into the dagger, and from there can be sent to any convenient storage site (such as standing stones or the user's own soul).

CONTACT RAT-THING: acts as do the other Contact spells in the *Call of Cthulhu* rulesbook. It can only be cast at or near a site infested by the rat-things. The spell costs 2 magic points.

CREATE LIMBO GATE: this spell is described in a previous section, 'Through The Gates.'

CURSE OF THE RAT-THING: a particularly horrible spell that, when cast upon a person who has died recently (within 24 hours at the latest), causes much of his or her spiritual essence to settle into the body of a rat-thing. The victim's body disintegrates as the rat-thing forms from its basic components. The rat-thing's face closely resembles a malevolent version of the victim's own face. This spell costs 1D10 SAN and 20 magic points, plus 1 point of POW. Resurrection as a rat-thing costs 1D100 SAN (no SAN roll possible), effectively making the newly born rat-thing a full-fledged member of the evil species.

Statistics

Rat-Things *(Lesser Servitor Race)*

Description: The rat-things somewhat resemble ordinary rats, but their heads are like evil caricatures of human heads, and their front paws are like tiny human hands. Rat-things are the size and color of ordinary large rats, and can easily be mistaken for such. They have extremely strong, sharp teeth.

characteristics	*dice rolled*	*averages*
STR	1D3	2
CON	2D6	7
SIZ	1	1
INT	3D6	10-11
POW	2D6	7
DEX	4D6+4	20
HP 4		
Move 8		
weapon	*attack%*	*damage*
Bite	35%	1D3

Armor: none. However, because of small size and quickness, subtract 40 percentiles from chances of hitting a rat thing running along its way. If the creature is actually attached to someone, subtract only 20 percentiles from chances of hitting. As usual, the minimum chance for success cannot be reduced below 5%. This subtraction is applied after increases or decreases for range. Hence, if a character at 30% with shotgun is firing at a frantically dodging rat-thing at point-blank range, his chance of hitting is equal to (30% x2) -40 percentiles = 20% chance.

Spells: rat-things with INTs of 14 or more know 1D3 spells. Rat-things that knew spells in life retain that knowledge.
Skills: Dodge 95%, Hide 80%, Sneak 65%.
SAN: 0/1D6. If the rat-thing was known to the viewer in life, however, it costs 1/1D8 to see it.

Notes: Rat-things are created by malign sorcery. At one time, common practice among the cultists of the Outer Gods was to transform their deceased brethren and sisters into rat-things, that they could continue serving their cause after death and receive immortality of a sort. Rat-things are vicious and evil. They are good climbers, can climb even stone walls with their claws, are fast, and hard to catch. Their strong, sharp teeth can as easily gnaw through limestone or a man's brain-pan as an ordinary rat can chew through burlap bags. Rat-things do not die naturally.

In an attack, rat-things try to climb up the legs or clothes of their human opponents, or drop from the ceiling upon them. Once a rat-thing has successfully bitten its target, it clings and keeps biting on subsequent rounds. If the rat-thing is simply gripped and pulled off, as it is torn free the target takes an additional 1D3 damage, and the creature will immediately try to bite the hands of whoever is holding it.

Sherlock Holmes

STR 17	CON 18	SIZ 15	INT 19	POW 18
DEX 16	APP 9	EDU 18	SAN 94	HP 17

Skills: Anthropology 41%, Archaeology 49%, Bargain 53%, Botany 72%, Camouflage 74%, Chemistry 48%, Climb 77%, Credit Rating 50%, Criminal Literature 90%, Cthulhu Mythos 5%, Debate 86%, Diagnose Disease 29%, Disguise 99%, Dodge 76%, Drive Carriage 62%, Fast Talk 96%, First Aid 51%, Geology 82%, Hide 88%, History 65%, Jump 66%, Law 90%, Library Use 79%, Linguistics 44%, Listen 86%, Lockpicking 85%, Make Maps 63%, Occult 55%, Oratory 68%, Pharmacy 85%, Pick Pocket 66%, Psychology 100%, Ride 57%, Sneak 81%, Spot Hidden 94%, Swim 78%, Throw 78%, Track 83%, Treat Poison 35%, Violin 63%, Zoology 73%.

Languages (Speak/Read): Cornish 25/50%, French 90/85%, German 65/60%, Greek 50/75%, Latin 75/80%, Phoenician/ Chaldee 22/45%.

Weapons: Fist 85%, 1D3+1D4 damage;
Fencing 81%, 1D6+1D4 damage;
Singlestick 79%, 1D6+1D4 damage;
Kick 67%, 1D6+1D4 damage;
Caliber .38 Revolver 25%, 1D10 damage;
Baritsu (Japanese wrestling) 82%.

Because of Holmes' skill in boxing, he can attack twice a round with his fists, once on DEX 16 and once on DEX 8. A successful Baritsu attack acts as does a normal Grapple attack except that it cannot be used in an attempt to break the target's bones or strangle, and a normal Fist or Kick attack can be used simultaneously. It parries ordinary Grappling, and vice versa.

It is difficult to list all skills and items of knowledge possessed by Holmes, since the writings of Dr. Watson are all that exist as a record, and these have been in error on occasion. Holmes is an encyclopedia of that knowledge he deems of use in his career as a consulting detective. For instance, he can recognize the type and brand of tobacco ash by close examination.

On occasions harsh and arrogant, on others courteous and kind, Holmes is clearly an eccentric. However, he is an extremely capable eccentric! Once on the scent of a crime, he relentlessly pursues it in spite of all obstacles. He considers himself the last court of appeal for many clients, and once declared he'd rather bend the laws of England than fail to see justice prevail. His sense of honor is high. Though he is a misogynist, Holmes is a perfect Victorian gentleman with the ladies, even if the fair sex holds little interest for him. He claims to abhor emotion, preferring to see things in the light of reason and pure rationality. Nonetheless, he is a loyal friend and companion to those he respects, particularly Dr. Watson. Holmes is, at times, quite insufferable! He has little respect or patience for incompetence, which he often finds rife in the official police. Periods of intense nervous energy are followed with those of ennui — a condition he deplores — indicating mild manic-depressive tendencies. Holmes always judges himself more harshly than he does others. On one occasion, upon overlooking a minor clue, he woke Watson up in the middle of the night in the double-bedded room in which both were staying:

" 'I say, Watson,' he whispered, 'would you be afraid to sleep in the same room as a lunatic, a man with softening of the brain, an idiot whose mind has lost its grip?'

" 'Not in the least,' I answered in astonishment.

" 'Ah, that's lucky,' he said, and not another word would he utter that night."

Holmes' personal characteristics are quite high. He once displayed incredible strength by unbending an iron poker bent by the infamous Dr. Grimsby Roylette. He can follow the trail of a case for days on end, shunning food and rest, indicating an iron constitution. While cadaverously tall and thin, Holmes' 6' 4" height enables him physically to tower over most of his contemporaries. His abilities of observation and deduction reveal one of the greatest minds of the century. While his education was unconventional, it included studies at Oxford or Cambridge (possibly both), medical classes at St. Bartholomew's in London, and independent research at the British Museum. Holmes is not a handsome man — his countenance is hawklike and gaunt. His will power and charisma, however, are striking, reflected by his high POW.

Holmes is far from an expert revolver shot. This proves little handicap to him, for his standard practice in the use of the revolver is to sneak up next to his foe, then surprise him by clapping the gun next to his victim's head, accompanied by a demand for surrender. This technique always works, and requires no skill.

John H. Watson, MD

STR 13	CON 13	SIZ 15	INT 14	POW 12
DEX 11	APP 13	EDU 17	SAN 82	HP 14

Skills: Bargain 44%, Botany 41%, Chemistry 38%, Credit Rating 24%, Debate 23%, Diagnose Disease 79%, Dodge 40%, Drive Carriage 58%, Fast Talk 21%, First Aid 96%, History 40%, Law 49%, Library Use 40%, Listen 65%, Oratory 43%, Pharmacy 85%, Psychoanalysis 29%, Psychology 68%, Ride 67%, Spot Hidden 31%, Swim 88%, Throw 56%, Track 32%, Treat Disease 78%, Treat Poison 68%, Zoology 55%.
Languages (Speak/Read): French 85/75%, German 20/40%, Greek 30/60%, Latin 40/80%.

Weapons: Fist 55%, 1D3+1D4 damage;
Webley .455 Service Revolver 89%, 1D10+2 damage.

John H. Watson, MD, is Sherlock Holmes' chronicler, assistant, and closest friend and confidante. A former military doctor in the 66th Berkshire Foot during the Afghan Wars, he was wounded at the battle of Maiwand in 1880, and retains a slight limp. By 1896, he has known Holmes for 15 years and participated in most of the detective's major cases. Married briefly to Mary Morstan Watson (from 1888 to 1893), he has been a widower for two years, having taken up his old residence at 221B Baker Street when Holmes returned to London after a three-year disappearance.

Watson is bluff and good-natured, much like Sherrinford. He is intensely loyal to England, to Holmes, and to anyone else he finds worthy. He is always chivalrous to ladies, and ultimately married three times, demonstrating his strong attraction to the fair sex, though his intentions are always honorable. He is a

capable physician, and, while not overly brilliant, is no dolt. Watson is a slightly above-average English gentleman of the Victorian era, whose light simply is dimmed by Holmes' genius.

Watson generally carries his famous service revolver when on a case, and brings along his medical bag if needed, too.

Mycroft Holmes

STR 14	CON 13	SIZ 18	INT 20	POW 16
DEX 6	APP 10	EDU 17	SAN 91	HP 16

Skills: Accounting 71%, Bargain 84%, Credit Rating 86%, Debate 82%, Drive Carriage 58%, Fast Talk 23%, Law 89%, Library Use 82%, Listen 84%, Oratory 59%, Political Science 100%, Psychology 70%, Spot Hidden 93%.
Languages (Speak/Read): French 85/85%, German 65/85%, Greek 37/75%, Latin 42/85%.

Mycroft is a huge man, as obese as Holmes is thin. Watson describes him in one account as whale-like, his extended hand resembling a large flipper. As befits his girth, Mycroft is extremely sedentary. Except in cases of the utmost urgency, his excursions are limited from his rooms in Pall Mall to his office in the nearby government buildings to the Diogenes Club — a club for unsocial men, where speech is only allowed in the visitors' room.

Overtly, Mycroft is a minor government clerk. However, his actual role is much more important. He sifts through countless bits of information and organizes them into a consistent picture as but one of his tasks. Holmes once confided in Watson that Mycroft, at times, *was* the British government.

Holmes also confessed that his brother possesses the same deductive reasoning faculties the detective himself does — but in even greater degree. However, Mycroft's inertia prevents him from doing the footwork necessary to gather needed information. He relies on others to do such labor for him.

Inspector Giles Lestrade

STR 11	CON 12	SIZ 12	INT 14	POW 13
DEX 13	APP 10	EDU 11	SAN 89	HP 12

Skills: Debate 26%, Dodge 52%, Drive Carriage 36%, Fast Talk 43%, Law 88%, Listen 69%, Oratory 38%, Sneak 44%, Spot Hidden 42%, Track 30%.

Weapons:
Fist 67%, 1D3 damage;
Nightstick 53%, 1D6 damage;
Caliber .455 Revolver 42%, 1D10+2 damage.

Inspector Lestrade is one of Scotland Yard's top inspectors, the one who most often dealt with Holmes. A small, rat-like man, Lestrade, along with Gregson, was once called by Holmes "the best of the Scotland Yarders." While often too quick to jump to the easy conclusion, Lestrade is noted for his dogged determination once he's on the case. He follows through relentlessly, often succeeding by sheer persistence. Though he is often at odds with Holmes, he has come to a grudging respect and even admiration for the detective over the years. Though he frequently scoffed at Holmes' methods, he knows the detective usually prevailed, even where Scotland Yard failed, something Lestrade is loathe to admit. Lestrade can be counted on in a pinch, and Holmes often calls on him when official action is necessary.

Inspector Tobias Gregson

STR 14	CON 12	SIZ 16	INT 15	POW 12
DEX 11	APP 11	EDU 10	SAN 83	HP 14

Skills: Debate 22%, Drive Carriage 37%, Fast Talk 40%, Law 86%, Listen 56%, Oratory 40%, Sneak 34%, Spot Hidden 52%, Track 37%.

Weapons: Fist 66%, 1D3+1D4 damage;
Nightstick 61%, 1D6+1D4 damage;
Caliber .455 Revolver 49%, 1D10+2 damage.

Inspector Gregson, like Lestrade, is solid but uninspired. He is even more bulldog-like than Lestrade when on a police case. He is more blustery and overbearing than Lestrade, and is more put-off by Holmes' ability to solve the cases at which he'd failed; as well as by Holmes' power to prove Gregson's tight little solution to a case to be in error. Gregson is less appreciative of Holmes' genius, but still consults the detective whenever he thinks it might do him any good. In the end, of course, Gregson usually claims all the glory for solving the case, to Holmes' amusement.

Inspector Stanley Hopkins

STR 12	CON 13	SIZ 14	INT 17	POW 14
DEX 13	APP 14	EDU 14	SAN 70	HP 14

Skills: Criminal Literature 42%, Debate 58%, Drive Carriage 32%, Fast Talk 57%, Law 98%, Library Use 53%, Listen 61%, Oratory 46%, Sneak 45%, Spot Hidden 73%, Track 59%.

Weapons: Fist 66%, 1D3+1D4 damage;
Nightstick 63%, 1D6+1D4 damage;
Caliber .455 Revolver, 44%, 1D10+2 damage.

Stanley Hopkins is a younger member of the Scotland Yard CID. Holmes believes Hopkins shows a lot of promise as a detective, and has taken a special interest in Hopkins' career, assisting him on several cases, and calling him in whenever the detective needed official assistance, at times when he knew Hopkins' less-rigid thinking would be an asset and his lack of seniority no handicap. Unlike other Scotland Yard personnel with whom Holmes deals, Hopkins is quite appreciative of Holmes' talents, and freely acknowledges the sleuth's contributions to his cases. Still, as Hopkins is an official representative of the Law, Holmes has found it necessary on occasion to keep the young official in the dark about some of his results. As much as possible for his official capacity, Hopkins shows a loyalty to Holmes second only to Watson.

Professor James Moriarty

STR 13	CON 12	SIZ 14	INT 20	POW 18
DEX 12	APP 9	EDU 20	SAN 99	HP 13

Skills: Anthropology 57%, Archaeology 44%, Astronomy 89%, Bargain 65%, Chemistry 79%, Credit Rating 100%, Debate 80%, Fast Talk 75%, Law 82%, Library Use 83%, Listen 66%, Mathematics 100%, Mechanical Repair 69%, Occult 81%, Oratory 77%, Physics 97%, Psychology 81%, Spot Hidden 67%, Track 68%.

Languages (Speak/Read): French 85/85%, Greek 45/90%, Latin 47/95%.

Weapons: Fencing 73%, 1D6+1D4 damage; Caliber .38 Revolver 51%, 1D10 damage.

Spells: Contact Nyarlathotep, Create Limbo Gate.

Professor James Moriarty has been called by Holmes "The Napoleon of Crime," and is Holmes' greatest nemesis. A mathematics professor, Moriarty turned his genius to organizing the London underworld into a vast criminal machine, with himself at the core pulling the strings like a spider in its web. His criminal reign continued unopposed till Sherlock Holmes brought down his organization in 1891 and sent the criminal Caesar tumbling into the Reichenbach falls with a well-timed Baritsu toss. Moriarty survived, however, as described in the early part of this scenario.

Moriarty is unique, perhaps the only man alive to utilize the full network and power of the Cthulhu Mythos and yet retain his SAN. Do not be fooled by his 99 SAN — he is as cold-blooded and ruthless as any mad cultist ever could be, and is much more deadly. He built up his reputation in the London underworld as the man who never failed. Never. (Until Holmes brought him down in 1891.)

Moriarty is tall and thin, but stooped. His high-domed forehead is set off by a fringe of hair that wreathes his balding pate. His most notable trait is the continual slow reptilian oscillation of his head, back and forth. Moriarty habitually wears a long black frock coat. Normally, he wears the facade of a wise fatherly professor, ready at any moment to begin a lecture.

Colonel Sebastian Moran

STR 16	CON 15	SIZ 17	INT 13	POW 14
DEX 12	APP 9	EDU 16	SAN 86	HP 16

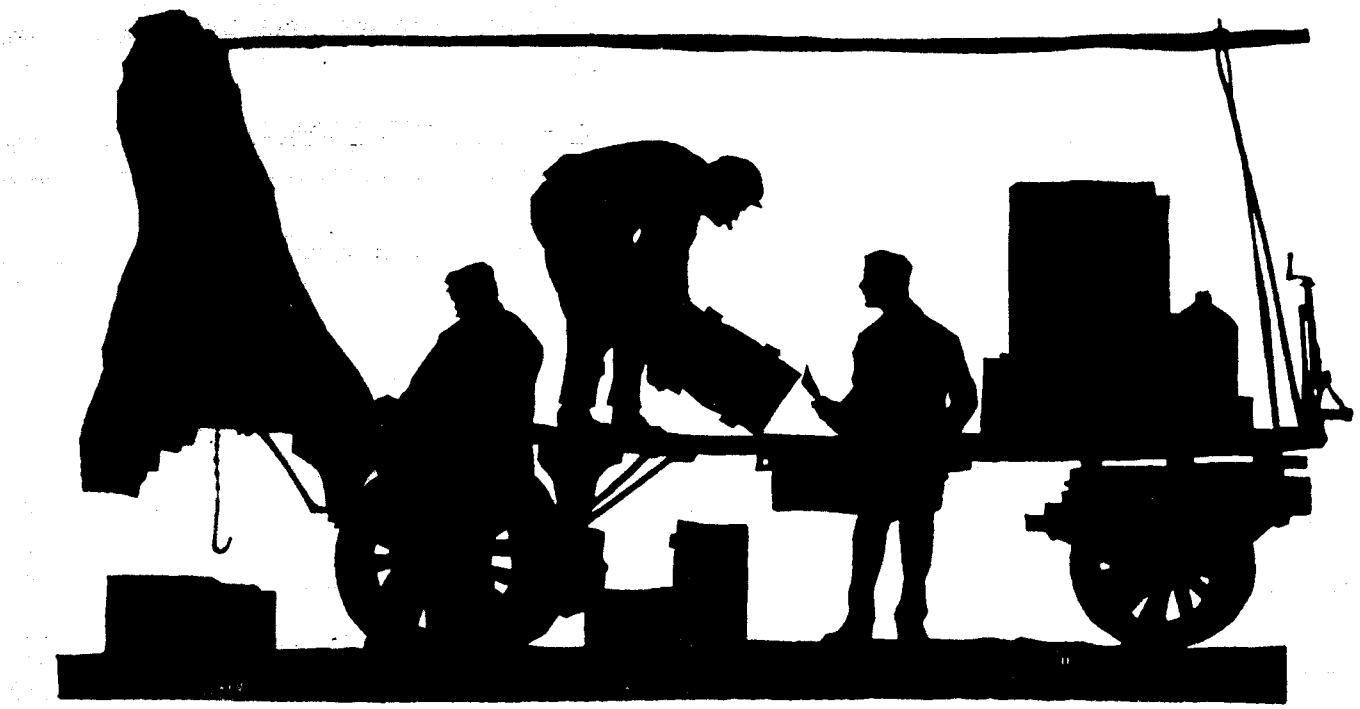
Skills: Camouflage 80%, Climb 75%, Dodge 63%, Drive Carriage 44%, Fast Talk 33%, Hide 95%, Jump 79%, Law 33%, Listen 80%, Occult 45%, Ride 77%, Sneak 79%, Spot Hidden 86%, Swim 66%, Throw 77%, Track 64%.

Languages (Speak/Read): French 85/85%, Greek 10/20, Latin 17/35%.

Weapons: Fist 88%, 1D3+1D6 damage; Caliber .455 Revolver 79%, 1D10+2 damage; Bolt-Action Rifle 84%, 3D6.

Colonel Sebastian Moran was Professor Moriarty's right-hand man in the Professor's vast criminal organization. After the Professor's disappearance, Moran was its nominal head until Holmes returned in 1894 to convict Moran for the air-gun murder of Ronald Adair, who'd caught the colonel cheating at cards. A former military man and big-game hunter in India, Moran is cruel and ruthless, capable of anything. His loyalty to Moriarty lay in the fact that the Professor was one of the few men more ruthless than Moran himself, and that Moran could realize the greatest profit in his own career by following Moriarty. Despite his loyalty, Moran would not willingly have gotten mixed up with the Great Old Ones. Sadly, he had no choice. Once Moriarty was ready to begin his plan against Holmes, Moran was removed from prison via gate once again to serve the Professor.

Moran is a big brute of a man, huge-fisted and muscular, though showing the paunch of middle age. His face is cruel and sensual, reflecting his inner nature. Alone, he is dangerous; with Moriarty's backing, he is formidable. ■



JAMES KEVIN RAMOS

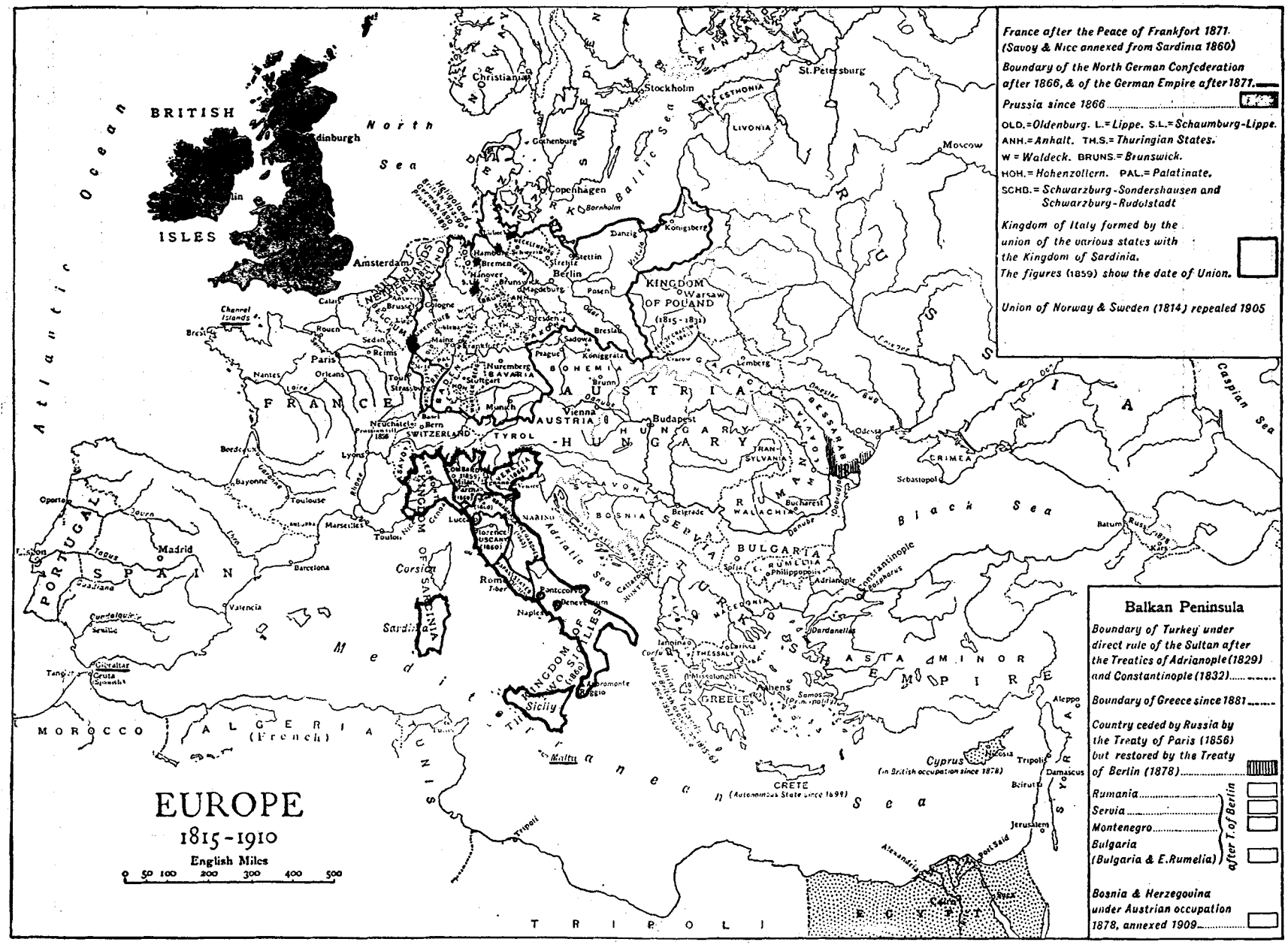
We sadly note the death of Kevin Ramos, illustrator of this and other Chaosium books. The drawing above is his version of Jack the Ripper; from it the viewer may judge Kevin's acquaintance with the mad unfairness of death.

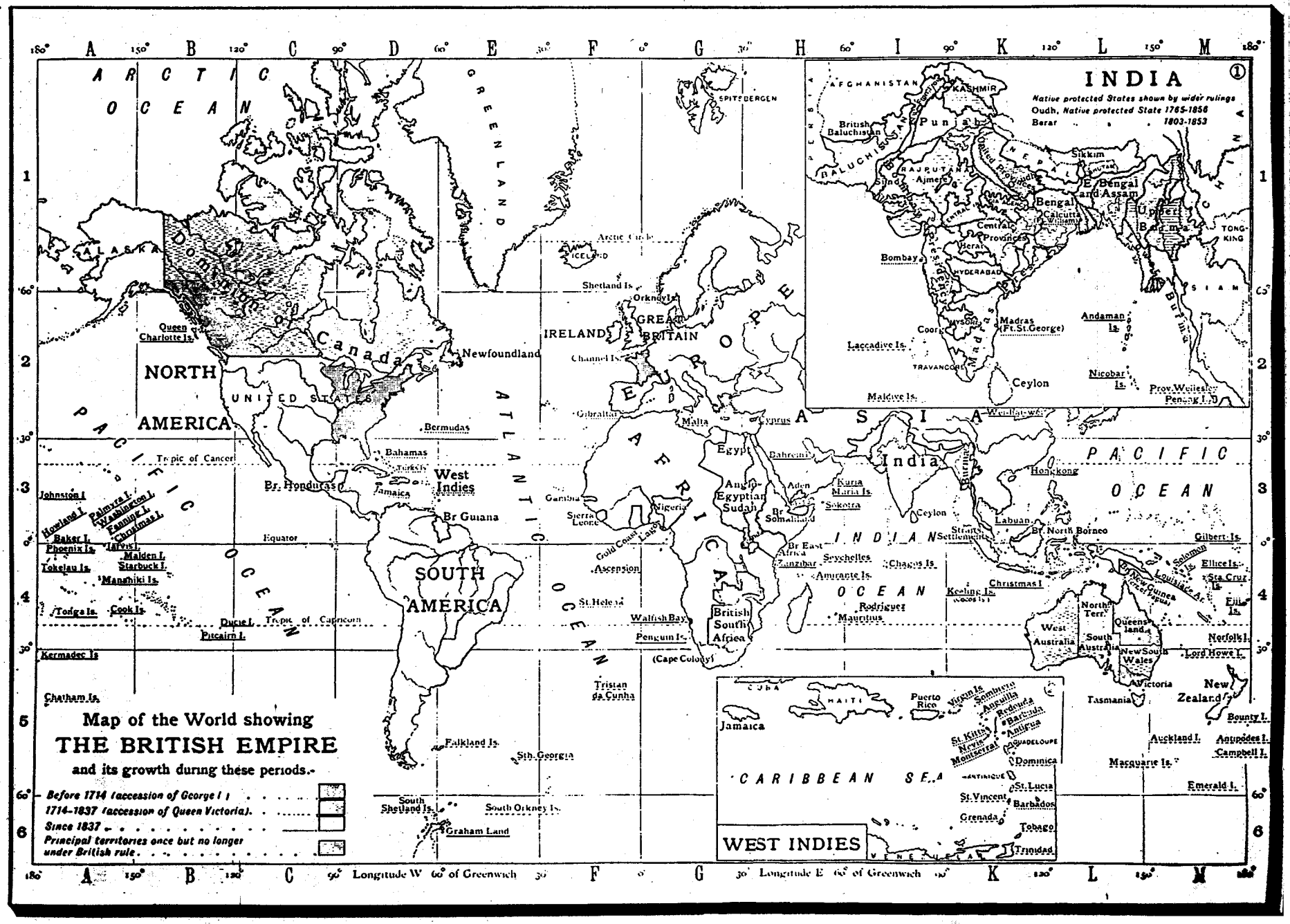
Kevin had been in poor health for the past three or four years: he was badly injured in an accident. Advancing diabetes robbed him of good eyesight, then of a foot, then of a leg. His hospitalizations were bewildering fast and alarmingly serious, and his recoveries were quick and clinically correct, but never complete.

Whatever organs failed him, his courage did not. Kevin pressed for the homeless and disabled. He taught at Hayward. He delighted in recreating creatures of the past, on paper and in clay; patrons of his paleontological reconstructions included the University of California at Berkeley and San Francisco's Academy of Sciences. To the last he boasted of the speeds at which his electric wheelchair could roll. His art was intelligent, idiosyncratic, and passionate. One night in mid-August 1988, he slept and never woke.

In adventure games, most heroes prove pompous and ordinary. In life they are rare and subtle. We remember you, Kevin.

— Lynn Willis
and Chaosium Inc.


France after the Peace of Frankfort 1871.
(Savoy & Nice annexed from Sardinia 1860)
Boundary of the North German Confederation after 1866, & of the German Empire after 1871.
Prussia since 1866
OLD. = Oldenburg. L. = Lippe. S.L. = Schaumburg-Lippe.
ANH. = Anhalt. TH.S. = Thuringian States.
W = Waldeck. BRUNS. = Brunswick.
HOH. = Hohenzollern. PAL. = Palatinate.
SCHB. = Schwarzburg-Sondershausen and Schwarzburg-Rudolstadt
Kingdom of Italy formed by the union of the various states with the Kingdom of Sardinia.
The figures (1859) show the date of Union.
Union of Norway & Sweden (1814) repealed 1905
Balkan Peninsula
Boundary of Turkey under direct rule of the Sultan after the Treatics of Adrianople (1829) and Constantinople (1832)
Boundary of Greece since 1881
Country ceded by Russia by the Treaty of Paris (1856) but restored by the Treaty of Berlin (1878)
Rumania
Servia
Montenegro
Bulgaria (Bulgaria & E.Rumelia)
after T. of Berlin
Bosnia & Herzegovina under Austrian occupation 1878, annexed 1909
EUROPE
1815 - 1910
English Miles
0 50 100 200 300 400 500
Atlantic Ocean
North Sea
Baltic Sea
Mediterranean Sea
Black Sea
Caspian Sea
BRITISH ISLES
Edinburgh
Amsterdam
Christiania
Stockholm
St. Petersburg
Moscow
Copenhagen
Berlin
Danzig
Konigsberg
Warsaw
KINGDOM OF POLAND (1815 - 1831)
Paris
FRANCE
Vienna
AUSTRIA
Budapest
HUNGARY
Prague
BOHEMIA
Munich
Nuremberg
BAVARIA
SWITZERLAND
Bern
Lyons
Marseilles
Toulon
Nice
Florence
TUSCANY (1860)
Rome
Naples
Corsica
Sardinia
KINGDOM OF THE TWO SICILIES (1860)
Sicily
Messina
Reggio
Venice
Milan
Turin
Genoa
Lucca
Modena
Parma
SAVOY
NICE
Bordeaux
Bayonne
Toulouse
Nantes
Orleans
Rouen
Calais
Brussels
Cologne
Hamburg
Bremen
Hanover
Dresden
Breslau
Posen
Lemberg
Odessa
Sebastopol
CRIMEA
Belgrade
SERVIA
BOSNIA
Bucharest
WALACHIA
RUMANIA
TRANSYLVANIA
BULGARIA
Sofia
E. RUMELIA
Philippopolis
Adrianople
Constantinople
Dardanelles
Bosphorus
Gallipoli
Athens
GREECE
THESSALY
Salonica
Corfu
Ionian Islands
Samos
ASIA MINOR
EMPIRE
TURKISH
Cyprus
(in British occupation since 1878)
Nicosia
Tripoli
Beirut
Damascus
Aleppo
Jerusalem
Alexandria
Port Said
Cairo
EGYPT
Suez
CRETE
(Autonomous State since 1899)
Malta
Tripoli
TRIPOLI
MOROCCO
ALGERIA (French)
TUNIS
PORTUGAL
SPAIN
Madrid
Lisbon
Oporto
Barcelona
Valencia
Seville
Gibraltar
Ceuta (Spanish)
Tangier
Tagus
Ebro
Guadiana
Guadalquivir
Pyrenees
Rhine
Danube
Elbe
Oder
Vistula
Dniester
Dnieper
Don
Volga
Caucasus
Channel Islands
Heligoland (British) 1890
Neuchatel 1856


INDIA ①
Native protected States shown by wider rulings
Oudh, Native protected State 1765-1856
Berar " " 1803-1853
AFGHANISTAN
KASHMIR
British Baluchistan
Punjab
NEPAL
Sikkim
BHUTAN
Sind
RAJPUTANA
Ajmere
Bengal
Calcutta
E Bengal and Assam
Upper Burma
TONG-KING
Bombay
HYDERABAD
Madras (Ft.St.George)
Andaman Is.
Laccadive Is.
TRAVANCORE
Ceylon
Nicobar Is.
Prov.Wellesley
Penang I.
Maldive Is.
SIAM
Malacca
Singapore
Labuan
Br. North Borneo
Hongkong
Gilbert Is.
Solomon Is.
Ellice Is.
Sta Cruz Is.
Fiji Is.
Norfolk I.
Lord Howe I.
Bounty I.
Auckland I.
Antipodes I.
Campbell I.
Macquarie Is.
Emerald I.
New Zealand
Tasmania
Victoria
New South Wales
Queensland
West Australia
North Terr.
South Australia
Louisiade Ar.
New Guinea
Christmas I
Keeling Is.
Cocos Is.
Amirante Is.
Seychelles
Chagos Is.
Rodriguez
Mauritius
Zanzibar
Br East Africa
Aden
Kuria Maria Is.
Socotra
Br Somaliland
Anglo-Egyptian Sudan
Egypt
Bahrein
Cyprus
Malta
Gibraltar
Arctic Circle
ICELAND
SPITSBERGEN
GREENLAND
Shetland Is.
Orkney Is.
IRELAND
GREAT BRITAIN
Channel Is.
EUROPE
ASIA
AFRICA
ATLANTIC OCEAN
PACIFIC OCEAN
INDIAN OCEAN
ARCTIC OCEAN
DOMINION OF Canada
ALASKA
Queen Charlotte Is.
Newfoundland
NORTH AMERICA
UNITED STATES
Bermudas
Bahamas
Tropic of Cancer
Turks I.
West Indies
Jamaica
Br. Honduras
Br Guiana
Johnston I.
Howland I.
Palmyra I.
Washington I.
Fanning I.
Christmas I.
Baker I.
Phoenix Is.
Jarvis I.
Malden I.
Starbuck I.
Tokelau Is.
Manahiki Is.
Equator
Tonga Is.
Cook Is.
Tropic of Capricorn
Ducie I.
Pitcairn I.
Kermadec Is
Chatham Is.
SOUTH AMERICA
Falkland Is.
Sth. Georgia
South Shetland Is.
South Orkney Is.
Graham Land
Tristan da Cunha
Gough I.
St.Helena
Ascension
Walfish Bay
Penguin Is.
(Cape Colony)
British South Africa
Gambia
Sierra Leone
Gold Coast
Lagos
Nigeria
Map of the World showing
THE BRITISH EMPIRE
and its growth during these periods.-
Before 1714 (accession of George I.)
1714-1837 (accession of Queen Victoria).
Since 1837
Principal territories once but no longer under British rule
CUBA
HAITI
Jamaica
Puerto Rico
Virgin Is
Montserrat
Antigua
Barbuda
Redonda
Anguilla
St. Kitts Nevis
GUADELOUPE
Dominica
MARTINIQUE
St.Lucia
St.Vincent
Barbados
Grenada
Tobago
Trinidad
VENEZUELA
CARIBBEAN SEA
WEST INDIES
Longitude W 60° of Greenwich
Longitude E 60° of Greenwich

Bibliography

Three sources of information were most helpful to me in putting together this sourcebook for 1890s London. The first was a primary source, *London In 1888*, by Herbert Fry, a period guidebook I found in a used bookstore. As a contemporary guide to the London of the period, Fry's guide was hard to beat — except perhaps by one of Baedeker's. I happened to own a *London & Environs* for 1905. Especially useful were several plates presenting bird's-eye views of London's major streets. These illustrations, meticulously drawn, showed the actual appearance and location of buildings along these streets, as well as statues, lampposts, and other features. It was indispensible in putting together the key to the map of London.

Another important source, if a secondary one, was Jack Tracy's *The Encyclopaedia Sherlockiana*. Tracy's six years of study in the Indiana University Victorian collection, culling through reams of primary source material for inclusion in his work saved a lot of effort, being able to scan his excellent book rather than literally trudging in his footsteps through the dusty stacks. I heartily recommend Tracy to anyone interested in adventuring in the Victorian era. The work's one drawback is that it covers only that Victoriana actually mentioned in the Sherlock Holmes stories.

The excellent Sherlockian, Michael Harrison, wrote two especially useful books, *London By Gaslight* and *The London of Sherlock Holmes*, contain many nuggets of Victorian information.

Although I spent hours scouring a fair number of books, the four above were the most useful. Many others were checked; the number is vast. Sleuth Publications offers a series of books on the Victorian period in conjunction with their *Sherlock Holmes Consulting Detective* game, as well as a number of highly-detailed Ordinance Survey Maps from the period. Those who wish more data on London, but who can't obtain a period guidebook might try a modern book that lists historic dates for structures and locations around the city. The best modern one I've found is the Michelin green guidebook on London.

There are many other books of interest.

- *The Annotated Sherlock Holmes*, William S. Baring-Gould. A two-volume set of all of Doyle's Holmes stories, annotated and placed in chronological order by the editor. The best set available of the Holmes tales.
- *Sherlock Holmes of Baker Street*, by William S. Baring-Gould. The life and times of the great detective. Includes a complete chronology of all of Holmes' cases, recorded and otherwise, plus speculations about several of them.
- *Life In Victorian London*, by L.C.B. Seaman. Details various aspects of life in the capital throughout Victoria's reign.
- *London's Underworld*, by Henry Mayhew. An in-depth study of the mid-Victorian London criminal.
- *Mayhew's London*, by Henry Mayhew. A study of the poorer folk of London in mid-Victorian times, including costermongers, watermen, and others.
- *The People's Chronology*, by James Trager. A chronological listing of the important events of history, from earliest times to the present.
- *Montgomery Ward and Company's Catalogue, Spring & Summer 1895*. Lots of contemporary items and prices.
- *Weapons and Equipment of the Victorian Soldier*, by Donald Featherston. Data on Victorian weapons and use.
- *The Illustrated Encyclopedia of 19th Century Firearms*, by Major F. Myatt. More of the same.
- *The Magicians of the Golden Dawn*, A history of the Hermetic Order of the Golden Dawn, and some related organizations.
- *The Complete Jack the Ripper*, by Donald Rumbelow. Data not only on the Ripper, but the city and times in which he killed.
- *Jack the Ripper: The Final Solution*, by Stephen Knight. Information similar to the above, but concentrating on Masonic connections.
- *Occult Theocracy*, by Lady Queensborough. The Druids, Masons, Theosophists, the Golden Dawn, and a potpourri of other occult groups.

The following games and game aids may be of interest.

- *Sherlock Holmes Consulting Detective*, Sleuth Publications. In addition to being a good mystery game, it includes a very nice map of London and a London Directory.
- *Victorian Adventure*, by Stephen K. Smith, S.K.S. Distribution (England), and Winterhawk Games/ Paranoia Unlimited, Inc. (U.S.). A roleplaying game covering the entirety of Victoria's reign; includes good information on spiritualism and Victorian horror monsters; social background; several scenarios.
- "A Gamer's Guide to Victorian London," by William A. Barton, *Fantasy Gamer #2* (Steve Jackson Games), reprinted with additional material as a supplement for *Victorian Adventure* under the title "Barton's Guide to Victorian London." Miscellaneous data on London in the 1880s and 1890s, including gaming stats for several fictional characters.
- *London By Night*, by David F. Nalle, with Eric Olson. Published by Ragnorak Enterprises. A supplement to *To Challenge Tomorrow* roleplaying game: contains reprints from an 1896 Baedeker's London guidebook, plus a fair London directory, several scenarios. ■

Cthulhu by GASLIGHT

Name. . . . . .
Occupation . . . . . Sex . . . . . Age . . . . .
Nationality . . . . . Residence . . . . . .

INVESTIGATOR STATISTICS

STR. . . . DEX . . . INT . . . . Idea . . . . . .
CON . . . APP. . . . POW . . . Luck . . . . .
SIZ . . . . SAN . . . EDU . . . Know . . . .
Social Class . . . . . .
Schools, Degrees . . . . . .
Damage Bonus/Penalty . . . . . .

MAGIC POINTS

1 2 3 4 5 6 7
8 9 10 11 12 13 14
15 16 17 18 19 20 21

HIT POINTS

1 2 3 4 5 6 7
8 9 10 11 12 13 14
15 16 17 18 19 20 21

SANITY POINTS

(Insanity . . . . .) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

INVESTIGATOR SKILLS

Accounting (10) . . . . ☐
Anthropology (00) . . . . ☐
Archaeology (00) . . . . ☐
Astronomy (00) . . . . ☐
Bargain (05) . . . . ☐
Botany (00) . . . . ☐
Camouflage (25) . . . . ☐
Chemistry (00) . . . . ☐
Climb (40) . . . . ☐
Credit Rating (varies) . . . . ☐
Cthulhu Mythos (00) . . . . ☐
Debate (10) . . . . ☐
Diagnose Disease (05) . . . . ☐
Dodge (DEX x2) . . . . ☐
Drive Carriage (20) . . . . ☐
Electrical Repair (0) . . . . ☐
Fast Talk (05) . . . . ☐
First Aid (30) . . . . ☐
Geology (00) . . . . ☐
Hide (10) . . . . ☐
History (20) . . . . ☐
Jump (25) . . . . ☐
Law (05) . . . . ☐
Library Use (25) . . . . ☐
Linguist (00) . . . . ☐
Listen (25) . . . . ☐
Make Maps (10) . . . . ☐
Mechanical Repair (20) . . . . ☐
Occult (05) . . . . ☐
Operate Hv. Machine (00) . . . . ☐
Oratory (05) . . . . ☐
Pharmacy (00) . . . . ☐
Photography (10) . . . . ☐
Pick Pocket (05) . . . . ☐
Pilot Balloon (00) . . . . ☐
Psychoanalysis (00) . . . . ☐
Psychology (05) . . . . ☐
Read/Write Eng. (EDU x5) . . . . ☐
Read/Write. . . . . (00) . . . . ☐
Read/Write. . . . . (00) . . . . ☐
Read/Write. . . . . (00) . . . . ☐
Ride (varies) . . . . ☐
Sing (05) . . . . ☐
Sneak (10) . . . . ☐
Speak . . . . . (00) . . . . ☐
Speak . . . . . (00) . . . . ☐
Spot Hidden (25) . . . . ☐
Swim (25) . . . . ☐
Throw (25) . . . . ☐
Track (10) . . . . ☐
Treat Disease (05) . . . . ☐
Treat Poison (05) . . . . ☐
Zoology (00) . . . . ☐
. . . . . ☐

WEAPONS

Weapon	*Attk%*	*Damage*	*Impale*	*Parry%*	*Hit Points*
. . . . .	. . . .	. . . .	. . . .	. . . .	. . . . .
. . . . .	. . . .	. . . .	. . . .	. . . .	. . . . .
. . . . .	. . . .	. . . .	. . . .	. . . .	. . . . .
. . . . .	. . . .	. . . .	. . . .	. . . .	. . . . .
. . . . .	. . . .	. . . .	. . . .	. . . .	. . . . .
. . . . .	. . . .	. . . .	. . . .	. . . .	. . . . .
. . . . .	. . . .	. . . .	. . . .	. . . .	. . . . .

SPELLS KNOWN, OTHER SKILLS, NOTES

. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .
. . . . . .

PERSONAL HISTORY AND NOTES

INCOME AND SAVINGS

Yearly Income £. . . . . .

Savings

THE CITY OF LONDON

Railway
Underground
Road
Park
Building
Water
Miles

Primrose Hill
Regent's Park
St. John's Wood
Marylebone
Paddington
Harrow Road
Hyde Park
Paddington
Soho
Westminster
Piccadilly
Green Park
Holland Park
Knightsbridge
Kensington
St. James's Park
Buckingham Palace
Brompton
Chelsea
Battersea Park
Fulham Road
Fulham Park
To Woking
Clapham
South Lambeth
Stockwell
Vauxhall Bridge
Lambeth
Westminster Abbey
Millbank Penitentiary
The City
Clerkenwell
Islington
Hoxton
Victoria Park
Spitalfields
Stepney
Whitechapel
The Tower
Rotherhithe
The Borough
Bermondsey
Walworth
Camberwell
old Kent Road
Southwark Park
Greenwich

The DOCKS

CHAOSIUM PUBLICATION 3303

Horror Adventure And Background In 1890s England

CTHULHU BY GASLIGHT

SECOND EDITION

• new essays • six full-color plates • additional maps • revised and corrected

Critical Knowledge

. . . Such creatures as Jack the Ripper, Count Dracula, Sweeney Todd, and Mr. Hyde, and where magical societies such as the Golden Dawn practiced hermetic rituals. Who can know for certain what other, more horrible entities shared the dim recesses of the great city with them. How naive to assume that the dread minions and dark worshipers of Great Cthulhu, Y'golonac, Nyarlathotep, and other cosmic blasphemies had not carved out accursed niches in the narrow alleyways, slimey sewers, and basements and hidden back rooms of 1890s London!

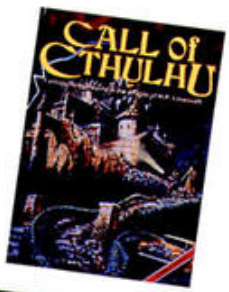
— PROF. L. SHREWSBURY

CTHULHU and his minions, in the 1890s sharing the globe with the mighty British Empire, had duties to an empire of their own: a dark and cruel design against the ownership of the world and the dreams of humanity. Even in the peaceful fields of rural England only intelligent and energetic intervention could keep the shadows at bay.

CTHULHU BY GASLIGHT includes a lengthy roleplaying adventure, "The Yorkshire Horrors" in which the investigators join forces with the world's most famous consulting detective, Sherlock Holmes! Extensive background essays provide period skills, social classes, world politics, biographies and timelines for the 1890s, maps and London location notes (including the best stores of the time), travel, criminals and police, Cockney slang, cost of living, royalty and titles, club life in London, the occult in the 1890s, prices, and clothing. A lengthy essay considers time-travel rationales for moving investigators of another time into the 1890s.

This book is a companion to publications such as *CTHULHU NOW, H.P. LOVECRAFT'S DREAMLANDS,* and *TERROR AUSTRALIS,* which also situate Cthulhu players in other times and places.

CALL OF CTHULHU
available now



(2317-H) book

(2301-X) box

Call of Cthulhu is a roleplaying game based on the works of H.P. Lovecraft, in which ordinary people are confronted by the demonic machinations of the Elder Gods and their minions. In *Call of Cthulhu,* players portray investigators of things unknown and unspeakable, decent men and women of the 1920s who unexpectedly learn dreadful secrets. *Cthulhu By Gaslight* supplements that game, offering Victorian-era adventures, showing how to create investigators of the 1890s, and containing material useful in playing out tales of yesterday when the Empire was in flower.

9 780933 635555 51895
ISBN 0-933635-55-9

CHAOSIUM INC.

For a free catalog of Chaosium books and games, write to Chaosium Inc., 950 56th Street, Oakland CA 94608.

Call of Cthulhu ® is the registered trademark of Chaosium Inc.

for CALL OF CTHULHU